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JETFIGHTER 2
TOP GUN EAT YER HEART OUT!!

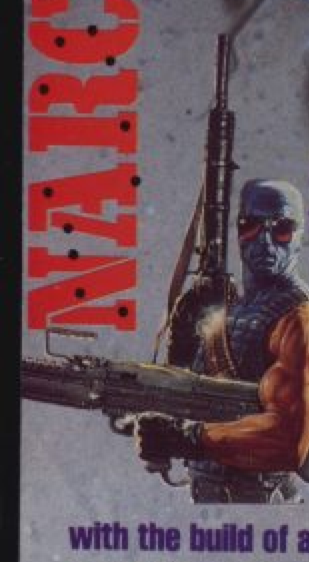


STREET FIGHTER II
ストリートファイターII

STATE OF THE ART ARCADE VIOLENCE!!
EXPOSED INSIDE...

GOING OVE





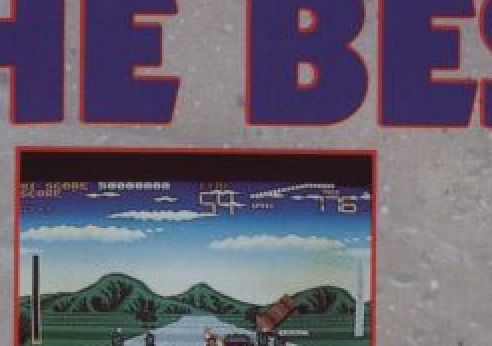
NARC The arcade action thriller with the BIG finish. Infiltrate the criminal underworld - your mission is to seek out and destroy the king pin of the MR BIG CORPORATION - if you get that far.
You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing! Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead. It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's MR BIG!



The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of the Sahara. Your mission is to track down, chase and apprehend the dangerous criminals. It's FASTER - explosive power sends you bulleting through various terrains - hold the line or plough the fields! It's TOUGHER - the criminals wield some heavy hardware - but so do you! You can shoot but you must dodge their flak... heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.
The extra features will leave you gasping for extended play weather changes, bodyguard squads, grenade lobbing bikers, gun-choppers... just play it!... we dare you to stop!

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Experience the horror as your dreams turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

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ROBOCOP 2

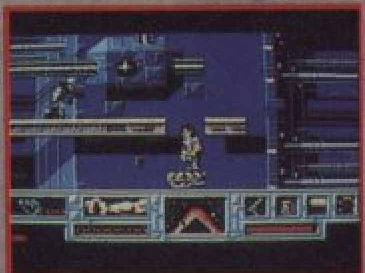
EVEN IN THE FUTURE OF LAW ENFORCEMENT, THERE'S ALWAYS ROOM FOR IMPROVEMENT.

The future is a rough place Detroit is a bankrupt city...torn apart by the decadent forces of the Old Man and his corrupt corporation. If you want to die - then walk the streets, if you want to live - then pray for the return of Robocop!

Robocop 2 has justice in mind... a kind of justice only he can deliver! Take on Detroit's evil mastermind and his mega-corporation in some of the most action-packed scenes ever devised for maximum entertainment value. Detroit is falling apart - it's time to put it all back together!

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THIS MONTH'S REVIEWS!

JUNE 1991 #115



CONTE







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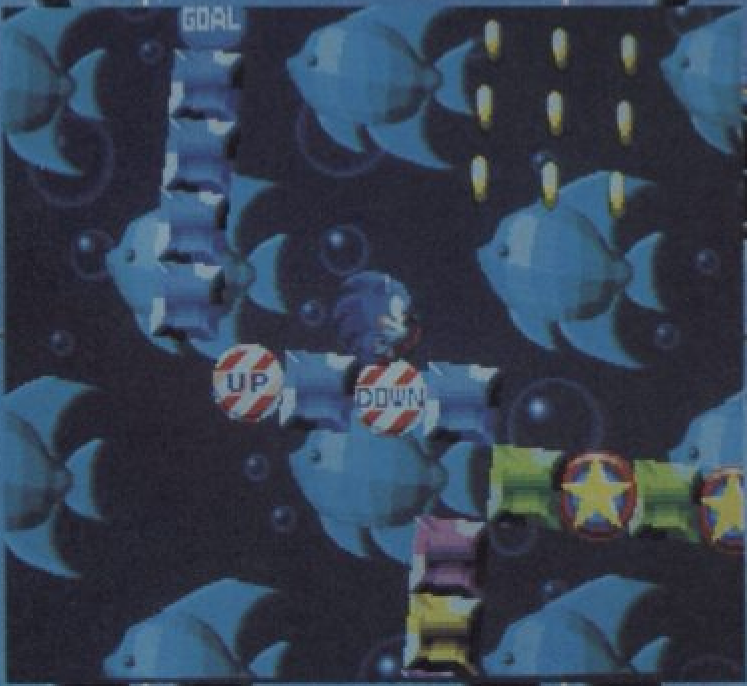




BYTESIZE



ENTS









MANAGING EDITOR
JULIAN RIGNALL
The highlights of Jazza's month include finishing the Complete Guide to Sega, and piling all of his ill-gotten gains into the nearest Street Fighter 2 arcade machine he can find. The lowlights include a pretty evil haircut (which redefines the term "a close shave") and a lethal dose of sinusitis. It's a hard life, isn't it?



ASSOCIATE EDITOR
PAUL GLANCEY
Paul has been splitting his time between editing CVG and his other job as a part-time sex god. Having invested in an electronic organiser, Paul is finally able to remember where he lives without the need for his Mum to collect him from the office every day.



ART EDITOR
JON BILLINGTON
Jon's spent the month improving Anglo-Irish relations as well as retreating to the sanctity of his spanking new CD Walkman. His latest pastimes, offering stern advice to departing staff writers and shouting at anyone who approaches his desk. Luckily, there are very few people who'd want to get that close to him, so he's been pretty quiet of late.



STAFF WRITER
RICHARD LEADBETTER
Richard has spent the month overdoing it at the pub, buying silly CDs (what's wrong with the KLF? - Rich) and generally being one cool dude. He plans to buy a hooded top, flares and then move to Madchester (two years too late, but that's Rich for you).



STAFF WRITER
ROBERT "SONG" SWAN
Writing a book, setting up his own software development house, becoming a freelance writer and fighting off another alien invasion (and hoax paternity suits) are just a few of the cunning plans Rob's dreamed up now he's leaving CVG. So who wants his desk?

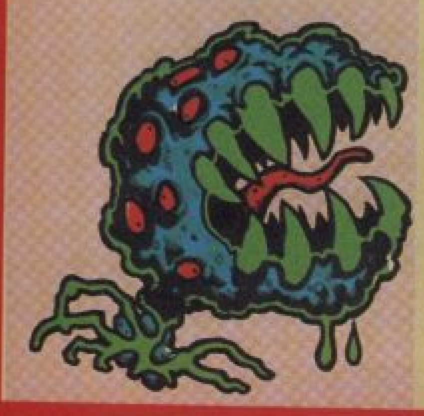
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ED-FIRST

DOUBLE PAGE BONANZA SPECIAL





Hiya! I've got a couple of things to tell you about this month. And, er, well, here they are.

HOW TO USE YOUR FREE GLOW IN THE DARK STICKERS TO WIN A SUPER FAMICOM

First off, have you checked out your free glow-in-the-dark stickers on the cover? Leave them in the light for a minute, then close the curtains or switch the lights off, or stick a coat over your head, and scream in horror as those ravenous teeth or zombie-like eyes light up!

Not only can these stickers put the wind up your feeble-minded enemies, they can also win you a Super Famicom! There are four sets of stickers in total. Two come free with the June and July issues of CVG, and two come free with the June and July issues of MEAN MACHINES.

On each set, there will be a competition token sticker, and all you have to do is collect all four stickers, then attach them to the competition entry form which will be printed in the July issues of both magazines. Then, answer a simple question or two and send in your completed form and you will be entered for the competition to win one of four Super Famicoms - two of which will go to CVG readers, and two of which will go to MEAN MACHINES readers.

So, make sure you get hold of the next issue of CVG and the June and July issues of MEAN MACHINES and one of these raunchy consoles could be yours!



HOW TO GET A JOB WITH CVG

Also this month we wave farewell to little Rob Swan who is leaving our happy band to become even more famous and earn even more money than he is already. In his time with us, Rob has provided many a smile, a song, and occasionally, an ulcer. But that's all in the past now, because he's setting up his own programming team (Steel Developments - watch out for their first blockbuster, COP, starring a robot that transforms into a Lambourghini), and his own freelance wordsmithery with fellow metal-merchant and ex-CVG reviewer Tony Dillon. In whatever free time he has left, ultra-entrepreneur Rob also plans to write a best-selling novel, based on his, no doubt, best-selling game. He's always been good at story-telling, so he is assured success, and we hardly need wish him good luck. Luckily, he's promised to make some time to make the occasional appearance in the review pages. Still, eh?

Anyway, this leaves us one man down, as it were, and we need someone to fill Rob's seat. So, I would draw your attention to the advertisement on these very pages. If you think you're the person for the job, send in some reviews and a CV, but I would warn you that it's not all playing games. In fact it's a lot of hard work and a fair few late nights, but the rewards are more than just financial.

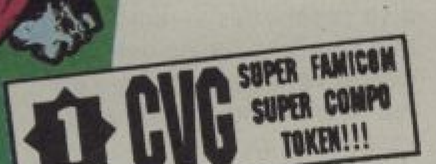
Rob climbs aboard his Robmobile for the last time, waves a cheery farewell and putts off in the direction of Chatham.











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?

NEW STAFF WRITER

REWARD: DEPENDS

An imaginative writer wanting to start a full-time career in computer journalism with Britain's number one computer mag. You will need to be incredibly hard-working, have a vast knowledge of computer and console games and must be able to write your opinions in clear and entertaining English. Some English qualifications are essential and we would prefer it if you are over 18. If you think you fit the bill send in a CV and a review of your favourite game, your least favourite game, and one you don't feel too strongly about either way. Write to

STAFF WRITER APPLICATIONS, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

KOMPACT KOMPO KORNER

There weren't too many competitions in the April issue, so there's not much on the competition results front this month, I'm afraid. Still, if you entered one of the Hotlines compos, look below for your name!

HOTLINES

DEAN OKOH, W CROYDON, SUSSEX wins a Super Famicom

GEORGE COLLIER, ABERDEEN, SCOTLAND wins a Megadrive

SIMON BARRETT, CHURCH VILLAGE, NR PONTYPRIDD, S WALES wins a PC Engine

GARY HUBBLE, HEMEL HEMPSTEAD, HERTS wins a Gameboy

HOW TO MAKE MY LIFE EASIER

Rob isn't the only one who's stepping down this month. I'm afraid I've had enough of Jon, and I'm going back to Deputy Editor so I don't have to go near him quite so often. What this means is that, as of the July issue, there should be someone else writing this bit, and that someone else will be our new editor Tim Boone. Tim's a self-confessed games freak from Hell, as well as being an excellent journalist and he's also a terribly nice fellah, so I know you'll be in good hands.



PAUL

PAUL GLANCEY
ASSOCIATE EDITOR

CVG NEWS

SPECIAL REPORT

Commodore's latest wonder-machine is the first product to be officially launched in the UK to use CD-ROM. Based around existing powerful Amiga technology, the Commodore Dynamic Total Vision (CDTV) could turn out to be best thing for the games player since the Super Famicom, or could it? Richard Leadbetter takes a look.



WHAT IS CD-ROM ANYWAY?

The ideas behind CD-ROM (Compact Disc Read-Only Memory) aren't really that different from the principles involved with floppy disks, it's just that far more information can be stored on a compact disc (about seven hundred disks' worth of data can be crammed onto one CD). In short, programmers are no longer limited by the amount of memory they have to spare when programming games. This in itself should revolutionise the games we play by providing massive amount of levels, CD-quality sampled sound and almost unlimited gameplay. Well, that's the theory anyway.

THE CDTV UNVEILED

Although the casing may make the CDTV look more like a CD player than a computer, the CDTV is in fact based on existing Amiga technology. This means that technically speaking, the CDTV is no more powerful than a bog-standard Amiga 500. The CDTV has the same processor (a 16-bit 68000 with a speed of around 7.1 MHz) running the show, and the graphic capabilities of the machine remain unchanged. Without special programming, most games will run with 16 or 32 colours on-screen at once from a palette of 4,096. The CDTV comes with a megabyte of memory as standard.

The CDTV becomes far more impressive when its CD-ROM is unveiled. Each disc can hold around 550 megabytes of data, and at its fastest, up to two megabytes can be loaded in one second (that's four times as much data as the average single-load Amiga game). The CDTV also doubles up as a normal CD player, and also has capabilities for playing CD Video discs.

INS AND OUTS

The CDTV has built-in ports that enable users to connect the machine to their stereos (to gain maximum benefit from the CD-quality sound), as well as MIDI ports, printer ports and joystick/mouse ports. There's also capabilities to make use of a standard Amiga external disk drive. There's even a stereo headphone socket for private listening.

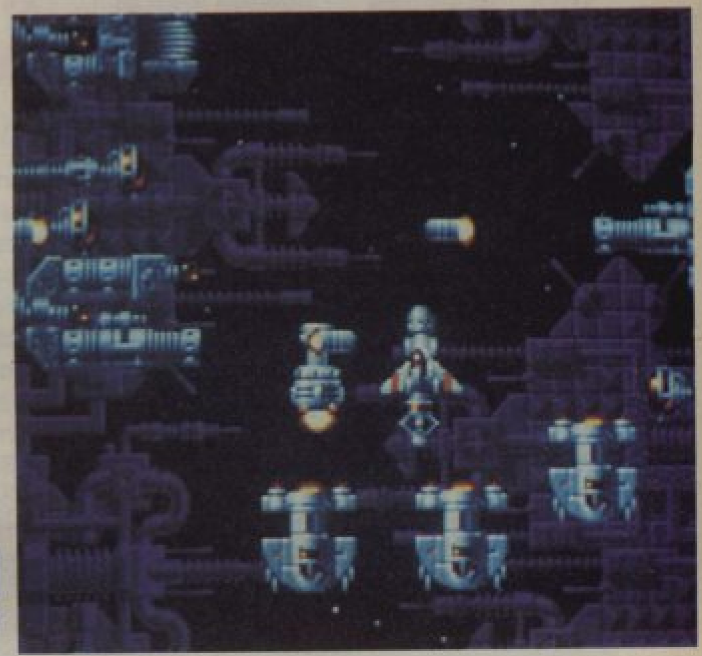
INFRA-RED CONTROL

Rather like your TV or video, the CDTV is controlled via an infra-red control unit. Along with numeric keys, the control unit also doubles up as a joypad as sorts. All of the CD-audio commands (for playing, pausing, altering volume levels and the like) can also be accessed with this pad. You can even turn your CDTV on and off with this useful little gadget. Commodore also want to release an infra-red joystick and trackball for the new machine.

SMART CARD CITY

There's only one problem with CD-ROM. Unlike floppy disks, you can't actually save data on a CD. So, like the Neo-Geo, the CDTV has the option to use personal smart cards. The main use of these cards to games players will probably be to save your position in a game. Personal smart cards hold up to 64K of data.

Commodore's Daring Techno Venture



POTENTIALS UNLIMITED

Because of its large storage capabilities, the CDTV has great potential as an educational tool, and the first products available for the machine will be encyclopedias and other educational programs, so the CDTV could well turn up in classrooms before too long.

Lucasfilm are one games company expanding into CDTV territory. The new Indiana Jones adventure title (*Indiana Jones and the Fates of Atlantis*, due out later this year) is a much bigger game than the first, and features perfect reproductions of the brill John Williams movie scores, and a lot of very effective incidental music. Their other graphic adventure games make heavy use of the CD for storing vast amounts of hand-drawn-then-digitised scenery.

The CDTV has also attracted a lot of interest among British software companies. Mirrorsoft are promising to release Defender of the Crown (ageing strategy game), Falcon (great simulation of the F16 fighter) and Xenon 2: Megablast (the Bitmap Brother's superb shoot 'em up - with a CD-quality Bomb The Bass soundtrack!).

Psygnosis, too, have a CDTV game in production, which goes by the working title of Planetside. The vast amount of storage space on a CD has meant that their graphics artists can really run riot on the sort of astounding ray-traced scenes that have featured in the intro sequences of many Psygnosis games.

What makes development easy is the fact that most programmers are very familiar with the Amiga, so they shouldn't have that much difficulty getting to grips with, and making the best of, the new system.

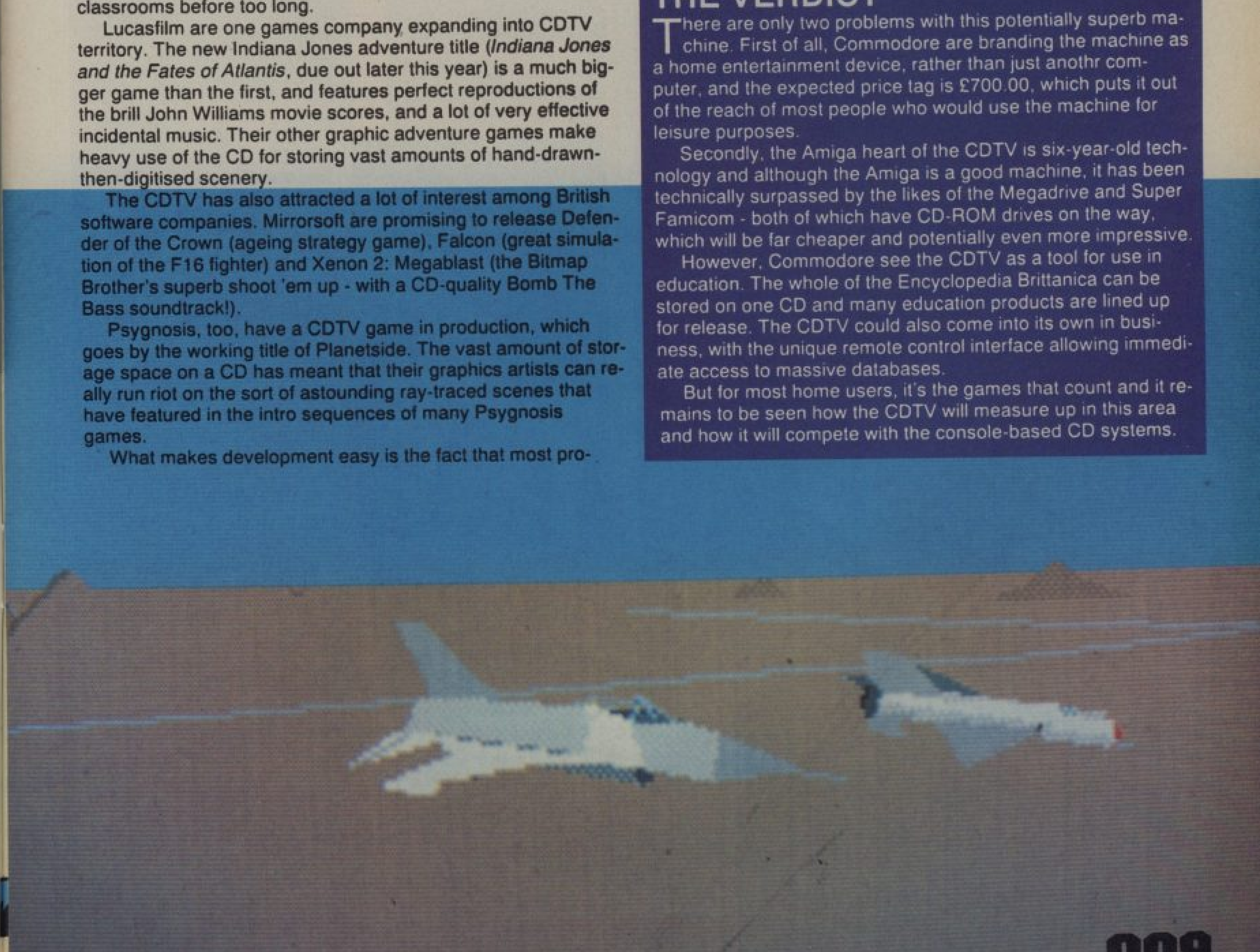
THE VERDICT

There are only two problems with this potentially superb machine. First of all, Commodore are branding the machine as a home entertainment device, rather than just anothr computer, and the expected price tag is £700.00, which puts it out of the reach of most people who would use the machine for leisure purposes.

Secondly, the Amiga heart of the CDTV is six-year-old technology and although the Amiga is a good machine, it has been technically surpassed by the likes of the Megadrive and Super Famicom - both of which have CD-ROM drives on the way, which will be far cheaper and potentially even more impressive.

However, Commodore see the CDTV as a tool for use in education. The whole of the Encyclopedia Brittanica can be stored on one CD and many education products are lined up for release. The CDTV could also come into its own in business, with the unique remote control interface allowing immediate access to massive databases.

But for most home users, it's the games that count and it remains to be seen how the CDTV will measure up in this area and how it will compete with the console-based CD systems.



CVG NEWS

TITUS GET THE BLUES

Titus, publisher of titles such as Dick Tracy and the upcoming Crazy Cars III, have signed up the license for one of the biggest cult films in the world, The Blues Brothers. The movie, starring Dan Aykroyd and the late John Belushi as two con-artist bluesmen on a mission from God to save an orphanage, is a non-stop riot of brilliant music and hilarious action. The game of the film will be released across all formats, and Titus have revealed that console versions of the game are also in preparation! Check the preview out in a later ish. Oh, and if you're interested, the video's out on sale for a paltry £12.99, so check it out!



LOTSA LUCASFILM LAFFS

Lucasfilm are certainly gearing themselves up for the summer, with the announcement of the following releases: Secret Weapons of the Luftwaffe (one of their flight sims, which should be reviewed next month), Star Wars for the NES (see the Previews section for more details), with the rest of the trilogy to follow. On the graphic adventure front, there's Monkey Island II: LeChuck's Revenge, and The Dig (based on a film script by Steven Spielberg, which never made it to celluloid). The one that's got most people waiting in anticipation is the latest Indy Jones game, Indiana Jones and the Fates of Atlantis (which is currently being serialised in comic form by Dark Horse).

Also in the pipeline are CD-ROM conversions of The Secret of Monkey Island and Indiana Jones and the Last Crusade, as well as Fates of Atlantis and The Dig making the leap over to compact disk. All titles will have full orchestrated soundtracks and live actors providing the relevant speech!

THE GOLDEN JOYSTICK AWARDS '91

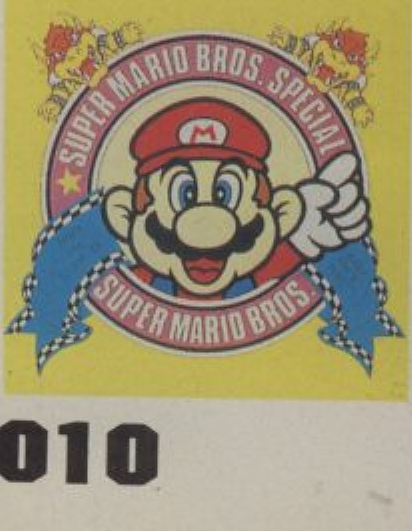


Dateline - Thursday, April 4th, 1991. Location: the Rooftop Gardens, Kensington. The occasion: EMAP Image's Golden Joystick Awards! Yes, folks, after the sackloads of nomination forms that inundated us here at CVG Central (Rob's still trying to clear away the rest of the entries!), all the results were finally rounded up, checked, divided by six and a half, and these were the final standings:

BEST GRAPHICS - 16 BIT
Shadow of the Beast 2 - Psygnosis
BEST GRAPHICS - 8 BIT
Midnight Resistance - Ocean
BEST SOUNDTRACK - 16 BIT
Speedball 2 - Mirrorsoft
BEST SOUNDTRACK - 8 BIT
RoboCop 2 - Ocean



BEST SIMULATION - 16 BIT
F-19 Stealth Fighter - Microprose
BEST SIMULATION - 8 BIT
F-19 Stealth Fighter - Microprose
BEST COIN-OP CONVERSION - 16 BIT
Golden Axe - Virgin
BEST COIN-OP CONVERSION - 8 BIT
Rainbow Islands - Ocean
BEST CONSOLE GAME - 16 BIT
John Madden's Football - Electronic Arts
BEST CONSOLE GAME - 8 BIT
Mega Man - Nintendo
PC GAME OF THE YEAR
Railroad Tycoon - Microprose
GAME OF THE YEAR - 16 BIT
Kick Off 2 - Anco
GAME OF THE YEAR - 8 BIT
Rick Dangerous 2 - Microprose
HARDWARE MANUFACTURER OF THE YEAR
Sega
SOFTWARE HOUSE OF THE YEAR
Ocean





COMPACT ARCADE MUSIC MALARKEY

Those wacky Japanese have a tendency to stick coin-op music on CD, then flog it to the punters - and it's surprisingly big business over in the Land of the Rising Sun. Now, console importers Console Concepts have managed to bag a few, and are selling them for the grand total of £20 each. There's only one snag - it's a case of "you get what you're given" when you make an order, as stocks are limited, and these won't last long. If you're interested, Console Concepts can be reached on 0782 712759.

CVG NEWS







CAPTAIN WHO?

Captain Planet, that's who - he and his Planeteers are the subject of the latest Big Thing in the US, an environmentally-friendly cartoon! The good captain is up against the forces of evil, and those who would do our pleasant world irreparable environmental damage. Sounds interesting enough, but what's even more surprising is that Captain Planet and the Planeteers is even bigger over the Pond than those dratted Turtles! What's all this got to do with games, we hear you cry. Well, as it happens, Mindscape have acquired the licence to this little gem, and we reckon if they make a good enough job, this could be the surprise smash of the year. Oh, and watch out for the cartoon series itself, due to hit the small screen sometime during the summer!







NYUK! THREE STOOGES WORK CHEAP

The latest releases on Mirrorsoft's Mirror Image cheapo label are Cinemaware's The Three Stooges (Amiga and PC), and The Bitmap Brothers Xenon 2 (Amiga, ST and PC). A pair of decent titles there, and for only £9.99, not bad value for money either. Check 'em out!

CONSOLE BOOK BECOMES SEGA BOOK!

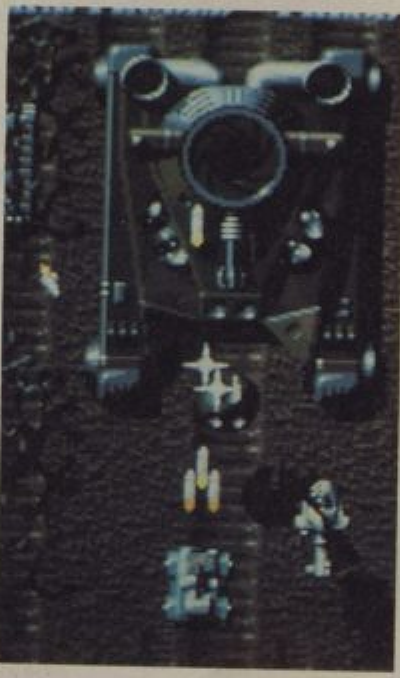
If you're the proud owner of a Sega Megadrive or Master System (or even a Game Gear) you'll be interested to know that we're about to unleash yet Console Guides - The Complete Guide to Sega Consoles. Covering practically every game on both consoles (and as much info on the Game Gear as is humanly possible), this informative tome of knowledge will be out on the streets for the start of May and all for the measly price of £2.95. So do yourself a favour... and get your newsagent to order it!





CVG NEWS

SALES CURVE STORM NINTENDO

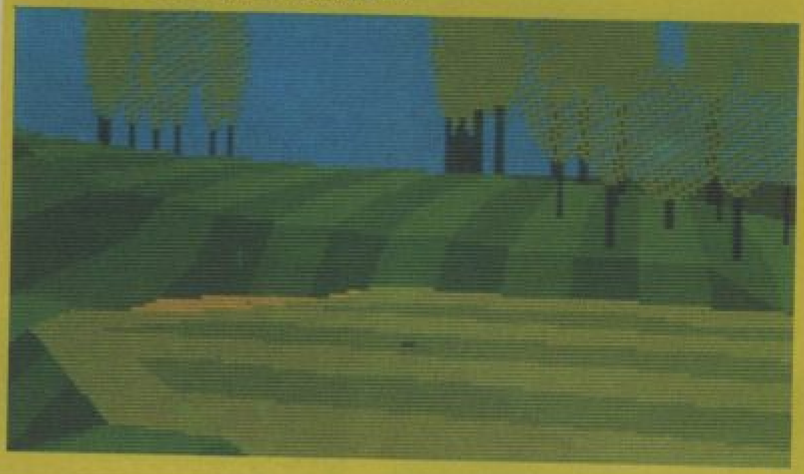


The Sales Curve (the people behind such hits as Silkworm, Ninja Warriors and the brilliant SWIV) have announced their acquisition of a license to publish software for the NES, Game Boy and the Super Famicom. "Wahey!" The only question now remains - which will be the first Sales Curve release? We're plumping for SWIV, ourselves, but as soon as we have any concrete news, you (as always) will be the first to know.

MICROPROSE TEE-OFF

Microprose are currently beavering away on a potentially stunning 3D golf simulation for the ST and Amiga. The action takes place on a realistic polygon-drawn 3D course, which the player can view from almost any angle. When you hit the ball, rather than see the little white object zoom into the distance, the viewpoint actually follows the ball as it flies through the air.

Here's some preview shots of the game in action. The main player sprite has yet to be added, but Microprose want a fully animated digitised image to be included. They also have plans to incorporate four 18-hole courses into the final product. From what we've seen, the game has the potential to top PGA Tour Golf as the definitive golfing game. Stay tuned to a future issue of CVG for the definitive review.



US GOLD TO KICK OFF, TOO

Sega Master System owners hankering after a bit of soccer action can now take heart in the knowledge that US Gold will soon be releasing Super Kick Off for their machines. Anco, publishers of the original Kick Off games, are certainly set to hit the heights of superstardom, what with the Super Famicom version (entitled Pro Soccer - there's already a game called Kick Off in Japan) about to emerge in Japan, courtesy of Imagineer.

If Tiertex (the team working on the Sega game) can produce a version up to the high standards of the Amiga version, then this should definitely be something worth shelling out the shekels for. Super Kick Off should be out and about towards November - as soon as we can, we'll bring you the detailed pre view.



MORE US GOLD NEWS

A couple of other USG snippets. Firstly, as well as all the other things they're doing at the moment, USG have the conversion rights for Sega's wacky burglary coin-op, Bonanza Brothers.

Secondly, US Gold have started up a 24 hours-a-day, seven days-a-week telephone helpline service for players of the new Sega games. Their games testers will be ready for your call, to provide tips on Indiana Jones and the Last Crusade, Impossible Mission, Paperboy and Gauntlet. The number to dial is 0839 654 274, and it costs 33p per minute (off-peak) or 44p per minute (all other times), so if you don't pay the phone bill be sure to the permission of whoever does before calling!

ELITE ACTIVITY EXPLOSION

Elite have been a little quiet of late; only Gremlins 2 stands out as the most recent major release from the Walsall-based softco (World Championship Soccer and Tournament Golf didn't really cut the cheese). But now Elite are back with a vengeance, and with a heck of a lot of coin-op conversions due to hit the screen during the next 12 months: Dragon's Lair (the NES platform game version - Sept '91), European Championship 1992 (converted from Tecmo's World Cup 90; ST, Amiga, PC, C64 - Nov '91), Data East's Caveman Ninja (ST, Amiga, PC, C64 - Dec '91), Namco's Suzuka GP/Winning Run 2 (ST, Amiga, PC, C64 - Spring '92), and Data East's Edward Randy (again, all formats for spring '92). No news on who's going to be working on what at this stage, but even so, it should be interesting to see the end results as and when they emerge.

SEGA TO TOUR WITH BOBBY CHARLTON!

Sega are going on the road again this summer for another Sega Masterblaster Championship! This time they've teamed up with Bobby Charlton and will be running regional games-playing heats up and down the country, wherever heats of his Soccer Sixes six-a-side soccer tournament are taking place. Anyone who wants to enter has to play one of 140 Sega games, and the highest scorers will win a Sega Mastersystem and go on to a regional final. The winners of the regional finals get a Megadrive, and go on to the Grand Finals at Old Trafford. Whoever wins THAT gets tickets and VIP treatment at the England vs Turkey European Championship match at Wembley! If you want any further information on where your nearest heat will be, call Sega on 071 727 8070.

Some footballers, ▼ just like Bobby Charlton.



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CVG AND IMAGEWORKS PRESENT

BACK TO THE FUTURE

THE PINBALL CHALLENGE!

Dateline: a sunny Monday, 8 April, 1991. Location: Irwin House, London - home base of Mirrorsoft. The event: the final showdown between the winners of the CVG/SU Back to the Future Pintable Compo (featured back in issue 110). Our own Rockin' Rob Swan, along with SU's Groovin' Garth Sumpter and Screamin' Steve Keen, went along with their respective challengers, and this is what happened...

The rules were set - three games, with the overall winner taking the table. CVG's challenger, Lee Hunter (who had arrived accompanied by his whole family!), started the ball rolling (literally), and took the first game by the scruff of the neck, racking up a decent score. SU's challenger, Jason Bates, tried his best to come back, but fell just short of the mark, about 10,000 points behind.

The second round was a whole different ball game, however, with Lee quickly losing out, and Jason rushing back from behind to nab the game.

It was the third round, though, that proved to be the most dramatic of all. Lee, determined to take the final game, racked up an astounding score of over 2,000,000 points, leaving Jason over a million and a half behind, and with one ball to play. Amazingly enough, Jason managed not only to draw level, but smash Lee's score by an incredible 800,000 points, thereby winning the table! Phewee!

Lee didn't walk away empty handed, however - he grabbed the runners-up prize of a top-of-the-range video recorder, with a copy of Back to the Future III! And so the battle was over, with Rob a disappointed wreck (further humiliated by being beaten by Steve in a reviewer's challenge). Ah well, maybe next time...



Rob and Garth face off - have you ever seen two uglier mugs?



Jason's on a roll - surprising, seeing as this was only the third time he'd ever played pinball in his whole life!



Even in a heated competition like this, the two challengers still find time to shake hands like true gentlemen!



Lee gives the table a whirl, whilst Rob looks on in anticipation - can our CVG challenger do the biz?



In fact, no he can't. Still, gallant in defeat, Lee accepts his runners-up prize - a brand spanking new video - from Mirrorsoft's PR supremo Cathy Campos.



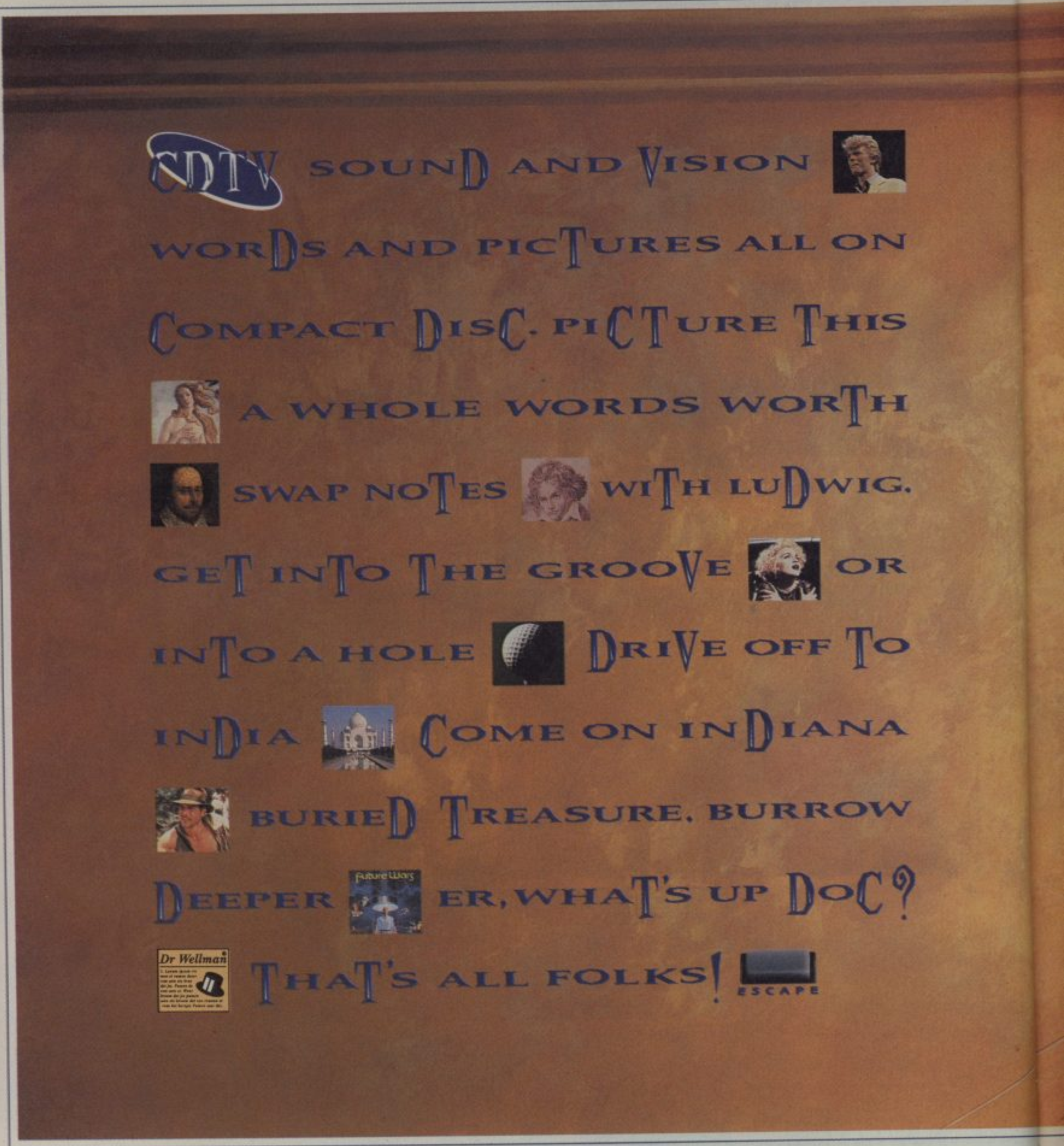
Returning to EMAP Towers, the victorious Jason grins madly (wouldn't you, if you just won £4,000 of pinball table?), whilst Rob tries to hide his disappointment with a half-smile...

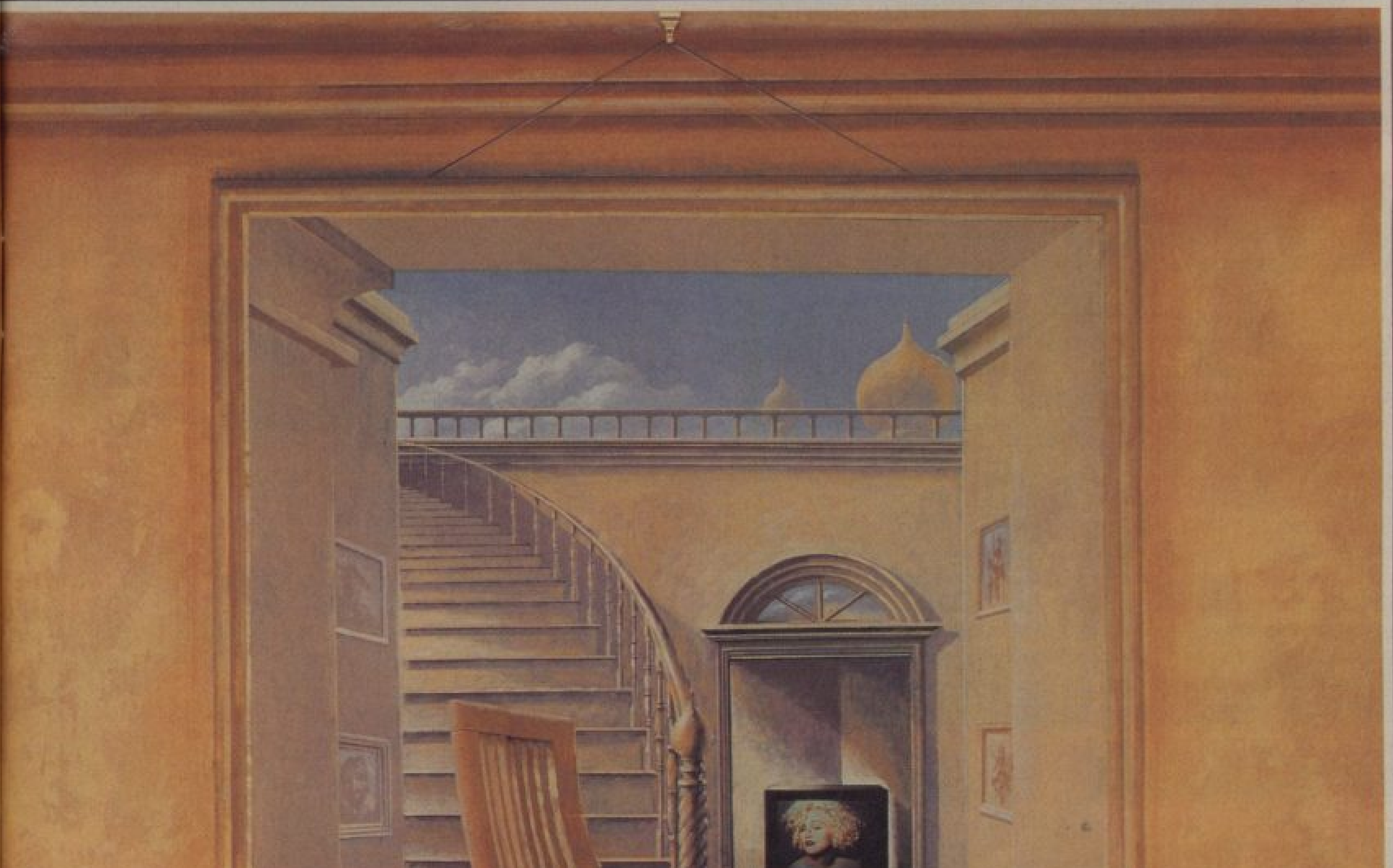


The winner, Jason Bates - and the lucky devil even gets a chauffeur - driven ride home!



The Hairy Twosome, Rob and Steve, face off for a reviewer's challenge - as to be expected, Rob lost - dismally (It was a fix! - Rob)...


CDTV SOUND AND VISION
WORDS AND PICTURES ALL ON
COMPACT DISC. PICTURE THIS
A WHOLE WORDS WORTH
SWAP NOTES WITH LUDWIG.
GET INTO THE GROOVE OR
INTO A HOLE DRIVE OFF TO
INDIA COME ON INDIANA
BURIED TREASURE. BURROW
DEEPER Future Wars ER, WHAT'S UP DOC?
Dr Wellman THAT'S ALL FOLKS! ESCAPE


WELL, THAT'S ONE WAY OF LOOKING AT IT.

REVIEW

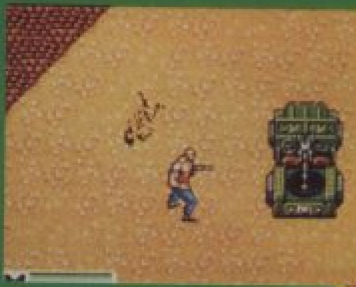
AMIGA £24.99
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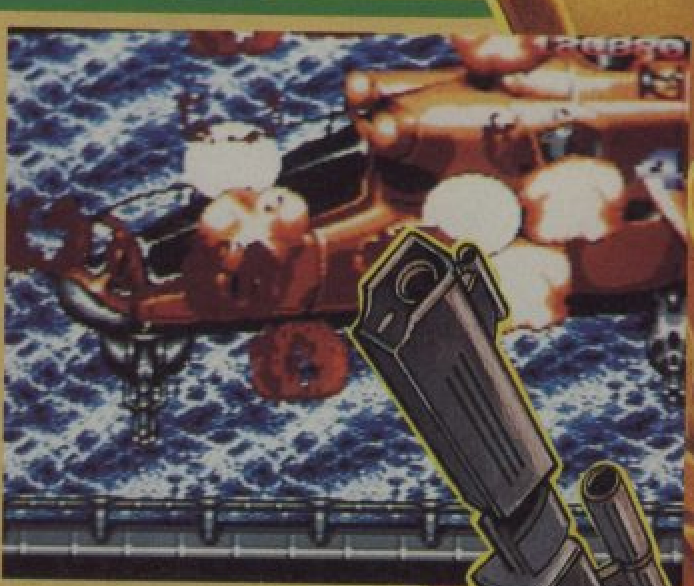


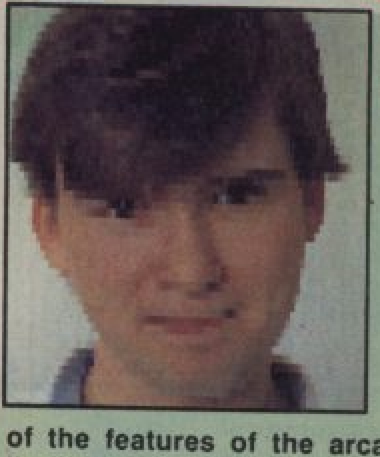
The unthinkable has happened - the President of the United States has been kidnapped! The fiendish guerillas have taken him to the African country of Zutula and due to the delicacy of the situation (and the bad US relations with Zutula), no military action can be taken against the terrorist organisation. However, the Secretary of State has called in the MERCS - a two-man mercenary outfit with years of combat and espionage experience. Their task is to travel into the heart of the terrorists' island hideout and rescue the President, whilst wiping out as much of the organisation's military muscle as possible!

This involves one or two players battling Commando-style through eight levels of action, blasting ground soldiers, gun emplacements, tanks and aircraft as they go, whilst collecting more powerful weapons, power-ups, missiles (which cause widespread devastation, but are limited in number) and food. At the end of each level lies a large enemy attack vehicle, which will try to halt the mission in its tracks. When destroyed, the two mercenaries continue on their mission. If they fail, the President is doomed!









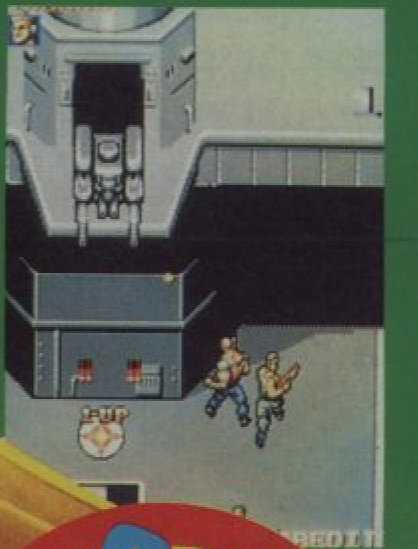


I definitely agree with Rob on this one. MERCS is a great blast whichever way you look at it with big levels, big guns and massive explosions! The Commando theme may be quite a tired genre, but it's one that hasn't exactly been done very well on the Amiga. All of the features of the arcade have been successfully translated, even down to the massive gun turret that the Mercs can commandeer and use to their great advantage! The eight-way scrolling playfield works well and is a nice innovation. The graphics themselves are as close to the coin-op as can be expected and there's a nice variety in all of the backdrops and sprites. For the most part, the sound and music fit the bill perfectly (though the music at the end of each level is a bit lacking) with nice raucous explosions and hard tunes to accompany the frenetic action. MERCS is a nice conversions that fans of the coin-op original will love to bits.

RICHARD LEADBETTER

UPDATE

MERCS should be blasting onto the ST (£19.99), C64 and Amstrad (£10.99) very soon now. Keep your peepers on the relevant Bytesize sections for an update.





▲ *Flame-throwers and missiles make this baby deadly!*



JUNGLE JEEP JAPES

On your journey into the terrorist-infested jungle, there's a chance you'll come across some abandoned vehicles. Our mercenary heroes can commandeer these vehicles and use their destructive firepower against their owners! In two-player mode, one Merc drives while the other controls the guns! Jeeps, tanks and boats are all available for use by our gun-toting chums. Watch out for enemy fire though, because each vehicle can only take a certain number of hits before it explodes!







BAD GUY BALLYHOO

At the end of each level, a massive assault craft appears, and does its utmost to put you into an early grave. These include a massive jet fighter on level one, a flame-spewing tank on level two, and a deadly helicopter gunship armed to the teeth on level three! These are certainly no pushover, and take all the firepower you can muster to annihilate them!

CVG HIT



▲ *Our MERC hero torches all who cross his path!*

MERCENARY COIN-OP CAPERS

Capcom's MERCS was the first Ikari Warriors-style game ever that enabled three players to play simultaneously. Indeed, Capcom were touting MERCS as the coin-op that would out-sell the massive Teenage Mutant Hero Turtles! Although it didn't do quite that well (Turtles was the biggest-selling dedicated coin-op of 1990), it was very well received and was awarded with the title of Best Combat Game of 1990 by the American computer magazine industry! Here's a few arcade screen shots to show you how US Gold's conversions compare with the coin-op original.



GUNS 'N' STUFF

The Mercs can collect various forms of firepower along the way, with which they can inflict more damage upon the enemy.



FLAME THROWER: Probably the deadliest of the weapons available, this fries everything in its path!



MACHINE GUN: The standard weapon, this can be enhanced up to four shots at the same time.



MISSILE: Widespread annihilation in a nutshell!



WIDE CANNON: This blasts out a spray of lethal projectiles.

Not only that, but food can be collected along the way to top up the Merc's energy bar. This appears in several forms, including chicken legs, a cheeseburger, and even a can of spinach! Watch out for the evil dangers of cigarettes though, as these drain our heroes' energy.





MERCS is a fun coin-op to play, and is certainly addictive enough - playing brought back old memories of blasting away on Commando for hours on end. Tiertex, the team behind the Amiga conversion, certainly have to be commended upon this - the graphics are brilliant (if a tad small), but still retain the feel of the arcade, and move rapidly enough to keep the adrenalin-pumping pace intact. The gameplay is the main thing, however, and this has been captured perfectly - haring around the screen, guns blazing, is certainly as much fun here as it is on the coin-op. MERCS is by no means easy, but with either one or two players, it's a real hoot. If Commando-style action is your bag, go forth to your local softshop, and get this now!

ROBERT SWAN

SPECTRUM	
GRAPHICS	81
SOUNDS	74
PLAYABILITY	87
LASTABILITY	85
OVERALL	87

AMIGA	
GRAPHICS	90
SOUNDS	86
PLAYABILITY	89
LASTABILITY	92
OVERALL	90


HYDRA™
In the 21st century, you have to fight fire with fire. Nothing is safe from vicious terrorists who rule the skies and the seas.
When an ultra-sensitive top secret package absolutely, positively has to get through, there's only one man for the job – YOU!
Codename: HYDRA
Doomsday Devices, Crown Jewels, Mutant Virus Strains – they all need to be loaded on board your special craft and rushed to their next destination.
Your missions will take you all over the world, and it's not plain sailing!
Using your Hydracraft's supercharged speed and fire power, you must blast your way through enemy jet skis, helicopters, boats, zeppelins and hovercraft. And to make your life really difficult, a terrorist mercenary – The Shadow" – lurks at every corner ready to steal your precious cargo.
Heart-pounding excitement, explosive action and superb sound and graphics – HYDRA delivers!
A perfect cure for the Summertime Blues!
Based on the smash hit coin-op!
Stunning speed and graphics!
TENGEN
The Name in Coin-Op Conversions
Available on Amiga, Atari ST, Commodore 64, Spectrum & Amstrad
Programmed by Ice Software. 1991 TENGEN Inc. All rights reserved.
Atari Games Corp. Published by Domark Software Ltd, Ferry House, 51-57 Lacy Road, London SW15 1PR. Tel: +44 (0)81-780 2224
Amiga Screenshots
ICE SOFTWARE
DOMARK

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).



WIN A MEGADRIVE! 0839 654 168

This sleek, black slab of arcade jollification is up for grabs, and you could well be on the receiving end! So stick your finger in the hole, and dial away now!

WIN A PC ENGINE! 0839 654 169

It's whiter than white, and more fun than a day out at Alton Towers! So, if you want this monster matchbox of gaming excellence, get ringing quick!

WIN A GAME BOY! 0839 654 170

More portable than a portable telly (and that's portable!), this hand-held wonder could be winging it's way to your front door - but not if you don't call that number!

WIN A SUPER FAMICOM! 0839 654 171

The Super Famicom - the greatest games console in the whole omniverse (honest!), and if you get on the dog 'n' bone now, it could be yours - but don't let your friends find out!


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POWER TRIES SCORE
HOLLYWOOD
NEXT
SCORE



Woah! A bunch of serious letters in the Mailbag this month! What *is* going on? I had to get seriously sour-faced before I could answer most of them. I think after all this, I need you to send in some good jokes in time for next month's Mailbag. Bung your favourite larfs or your serious letters on a bit of clean paper and send 'em to: YOB'S MILDLY MIRTH-RIDDEN MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The best letter of the month, be it silly or stern, gets £100.00! This month the cash goes to Robert Holland, for raising an interesting point...

THE ARCADE APOCALYPSE!

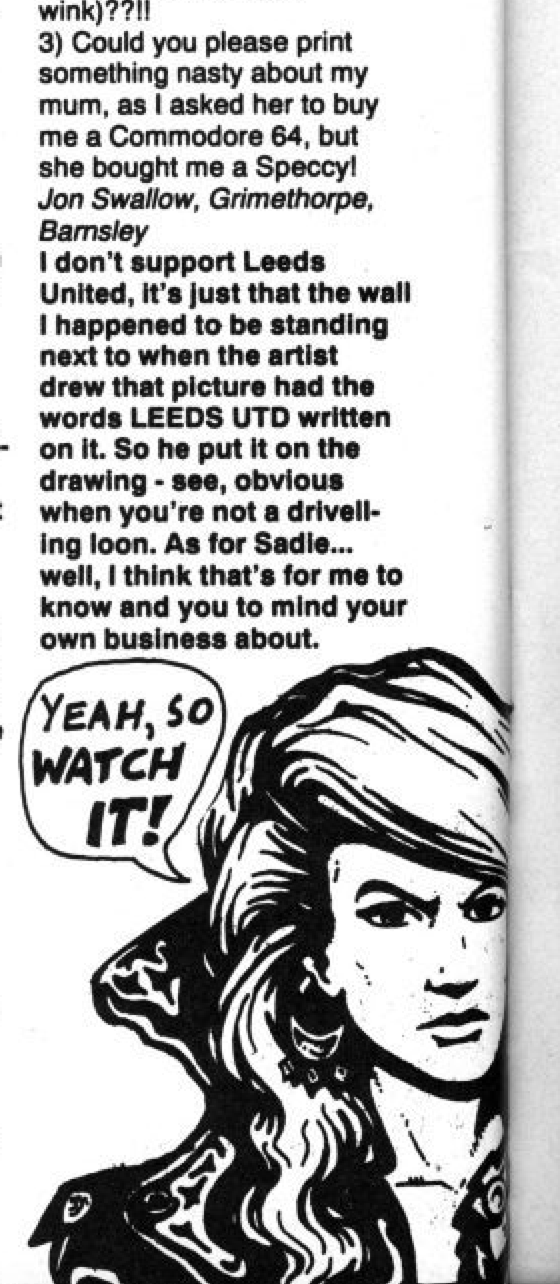
Dear YOB,
Congratulations on the new look magazine. I didn't think there was any room for improvement, but there you go. I'm writing out of concern for Britain's amusement arcades, because from where I am, it looks like coin-ops could soon become a thing of the past. Many of my friends don't go to arcades any more, because it has become like the cinema; people don't go to the movies because all the films will be on sale on video within a few months - people don't visit arcades because all the new games will appear on the shelves of their local software shop in a few months.
I get the feeling that one day all games will go straight to computer, console or hand-held, leaving the coin-ops out of the process. Of course, there are some really stylish coin-ops, but they're very expensive for arcade owners to buy, even though they pay for themselves eventually. I think arcade machines should be made available to the public - I personally would love to get my hands on the old Atari Return of the Jedi coin-op. Perhaps you can offer some words of assurance?
Robert Holland, Woodlands, Southampton

YOB: Arcade games a thing of the past? Naaaaah! You have to remember that while consoles and computers are limited in what they can do by the hardware, arcade games can be custom-built around the requirements of a particular game. While a computer conversion can attempt to copy an arcade game, it will never (unless the game was very simple anyway) be able to replace it. I mean, would you rather play Out Run on an ST or in an arcade? I'll tell you what though, Bob. What does concern me about the current arcade scene is that it's become pretty stale - yet more horizontally-scrolling shoot 'em ups and yet more up-the-screen combat games. I reckon it's that lack of originality that spells doom for the arcades rather than the rapid production of conversions. Anybody agree with me, or do you think Robert's angle is "the way it is"?

SUPPORT LEEDS UTD?

Dear YOB
I think you are totally awesome, and always enjoy a good laugh when I read your section (which is too small!) of mega-fine C+VG. I am your number one fan, but have a couple of questions to ask you.
1) Why does it say Leeds Utd in the top left hand corner of your picture? I hope you don't support them - they're as crap as "Turbo Cart Racer"!
2) Is there something going on between you and Sadie (nudge, nudge, wink, wink)??!!
3) Could you please print something nasty about my mum, as I asked her to buy me a Commodore 64, but she bought me a Speccy!
Jon Swallow, Grimethorpe, Barnsley

I don't support Leeds United, it's just that the wall I happened to be standing next to when the artist drew that picture had the words LEEDS UTD written on it. So he put it on the drawing - see, obvious when you're not a drivelling loon. As for Sadie... well, I think that's for me to know and you to mind your own business about.



LADIES AND GENTLEMEN... GLEN AND HIS DOPEY FRIEND!

Dear YOB,
My friend is a real dope, because instead of getting amazing entertainment out of his Super Famicom, he spreads butter on it and attempts to eat it for his breakfast (his mum and dad recently spent a fortune buying him a pair of false teeth for his birthday). On other occasions he's tried picking his nose with it, feeding it to his puppy dog (killing it in the process), and on the odd occasion, tried wiping his bot with it.
I was going to buy it from him for the tiny sum of 10p, but changed my mind when I saw it - it had teeth marks, was stained with butter, covered in snot and dog giblets, and a number of flies hovering over a small patch of squashy brown stuff. What do you think of my friend's habits, and do you think I was stupid to turn down his offer???
Glenn Skelhorn, Mossley Hill, Liverpool
YOB: I think you were stupid to write this letter.

MY OTHER MOTHER

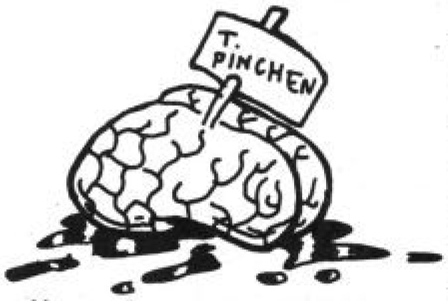
Yo, YOB!
How are you, me old punk-rocker-mean-mutha-from-Hell-dog-tail-eating-cool-dude! This is your mother writing you a lovely hand-knitted letter. Seeing that you brought me that dude Amiga computer thingy for Christmas, I wondered if you would answer me a couple of mingy little questions.
1) Are there any decent WWF American Wrestling games out for my little old Amiga thingy, or will there be any out soon, very soon, very very soon?
2) Have you eaten that strawberry-and-garlic African meat-loaf yet? The one I sent you for Christmas 1982?
3) Have you any cheats for Lemmings, or for erm, what's it called, oh, yeah, Pong, no, erm, Pang - that's it!?!
4) Have you drunk your hot milk and taken your tum-tum tablets?
5) Do you know any decent software shops in the Stoke-on-Trent area?
6) Have you got one hundred pounds you could lend me, so I can go to the software shop you recommended from question 5? Or are you going to send me some decent games from London?
Don't forget, I love my little honey-bunny, and I'll even try to get down there and see you one day. Perhaps we can even go to a Leeds Utd match, or watch wrestling! And no more watching Sesame Street, because you know it gives you nightmares! So until next time, my little sugar-bunch, lots of love and sloppy kisses.
Mumsie-Wumsie, Stoke-on-Trent, Staffs



Impostor! You're not my Mumsie-Wumsie! For one thing, my Mumsie-Wumsie isn't locked up anywhere near Stoke, and for another, the doctors at the institute would never let her hold anything as sharp as a biro in case she injures herself. Also, my real Mumsie-Wumsie would know that I never, ever eat doggies' tails. So that's you exposed, isn't it?

TESTING ZE LITTLE GREY CELLS

Dear YOB
Here are a few questions to test that little grey brain cell of yours:
1) I have just purchased a Nintendo, and was wondering if I could buy an adapter which would let me use my C64 joysticks on it?
2) When will Klashball (or Speedball, as it's known here) be released on the NES, and how much wonga will I have to fork out for it?
3) Where can I acquire a Mattel PowerGlove from, and how much?
4) Lastly, what the hell is an FM Towns?
Please print this, or I'll go out and buy Frogger on the Speccy.
T Pinchen (known to his friends as "you stupid little git), Thaxted, Essex



Here a few answers for you to load up the empty space in your skull with.
1) No you can't. How would you be able to use a single button joystick with a Nintendo game which requires two buttons? Retard.
2) Who knows? It's out in the USA but when it will arrive over here is a mystery.
3) Not telling.
4) According to the brochure, an FM Towns is "the world's first multimedia PC built around an interactive CD-ROM!" Basically, it's the most exotic PC you can't yet buy in the UK. So now you know.

THE SHAME OF JONATHAN CLIVE

Dear YOB,
After reading the new look issue, I write this piece in shame. I'm afraid that CVG will no longer be the bestselling computer mag for long if it stays like the first overpriced pamphlet. The front cover and contents pages still give the mag a good start, but then you come to "Ed First", giving you a tiny month's reviews instead of the reviews index, the results, and a stupid piece of text not worth reading. News is still brilliant, but could do with more pages (as could the excellent Mailbag). The competitions are excellent as usual, and Cheat Mode is much improved. The charts are better, too.
High scores are still as crap as usual, and what really gets me is the reviews, which haven't enough text, and most can be crammed into Bytesize with about one sentence to review them in. The part that makes me want to throw up is the stupid pictures of the reviewers, and the rest of the artwork. If you ask me, and I thought you might after that, you should get Jazza and Richard to do the reviewing, and Oz Browne to do all the artwork with his gifted skill in cartoon style. Also bring back the "game of the month", and give it a four page spread (as well as all games over 93%), and all CVG HITs on two pages. You seem to be more interested in consoles reviewing in MEAN MACHINES to care about CVG, Mr Rignall! (I don't blame you though - I'd rather review a Megadrive game than a Speccy one.)
Jonathan Clive, Saffron Walden, Essex
YOB: It's not surprising that you write "in shame"! If I wrote a letter like that I'd be pretty ashamed too! First of all, thanks for slagging the mag off when you seem to think so much of it is "excellent", and illustrating your arguments with out-of-date facts! Haven't you noticed that for three months now the reviews index has appeared in large print on the Contents page. Whether or not high scores are "as crap as ever" is a matter of opinion. We changed it to stop it looking like reams and reams of numbers which weren't very interesting to look at, and since that change the amount of post from potential highscorers has increased dramatically. Surely that suggests the popularity of the section has also increased? As for the reviews - have you seen a recent issue of CVG? The extra pictures, the information boxes and the extra comment make CVG reviews more detailed than EVER! Cover games always get at least three pages, usually four, and most Hit!s get three as well. By the way Oz sends his regards, but says that it's Gary Harrod who illustrates MEAN MACHINES, not him. Nothing like getting your facts straight to strengthen your argument, is there? Oh, and overpriced? How many other multi-format monthlies cost less than £1.50?

YOB HAS GIVEN ME YOUR FULL ADDRESS CREEP! JON (ART ED)

LOOK AT THE SIZE OF THAT MESSAGE!

Dear Mr YOB
I just thought that I'd say "hi". Anyway, hi!
Mr Somebody that you don't know from London
YOB: Dear Mr S, 'Bye!



ONE OF NORWAY'S FINEST

Dear YOB

I think there is a distinct lack of originality in the software industry. The games are all very similar, and when an original concept is made, soon others are made in the same style. I'm not saying that I'm tired of playing games (I never will be), but games for my computer are very expensive, varying from £30 to £55. That's why I think the computer industry should be a little more inventive, and try to think of some new ideas.

I've got an original (but very boring and crappy) game concept - you're controlling an animated person trying to sleep. He'll stay asleep as long as you don't touch the joystick. Brill, eh?

Tomas Nilsen, Jossingvegen 2, Norway

YOB: Yeah, fair point Tomas, but where are they going to get these new ideas from? And why should they when everyone is paying between £20 and £50 for 1,001 horizontally-scrolling-shoot-'em-ups-with-extra-weapons. Coming up with something which is entirely new and which is good enough to haul the game-buying public out of the rut they're in isn't easy. So it's up to you lot to get onto your favourite software company and encourage them to do something new or even send them your ideas. If they get enough people writing in, it could be the start of a new era in computer entertainment - that's what democracy and free markets are all about. Or something.

YOB SCORES

Dear YOB

My sister, who is 18, is madly in love with you. She nearly killed me when I said I didn't buy issue 113, so I promised her that I'd try to win the cash prize for her with your lovely handwriting on it (so that she can buy the same clothes as you to wear at parties). But, if I don't win, I'd have to ask my sis one last favour before she kills me - to put a postbox on my grave so she can post my CVGs to me forever!

Trevor Clarke, Edgbaston, Birmingham

I might have given you a prize of some description if you had provided some kind of "photograph" of your sister. I think we both know what I'm talking about (wiggles eyebrows suggestively).



NEIL'S TOP TEN IDEAS FOR NEW GAMES (RATED: QUITE FUNNY)

Dear YOB,

Here's my top ten ideas for new games:

1) First Time Buyer - collect the keys and have them repossessed a few months later.
2) Leeds United - a beat 'em up.
3) Manic Miner - an Arthur Scargill RPG.
4) Pirate to Pirate Brain Transplant - space trading, get it?
5) 10 Downing Street - A "Dragon's Lair" clone.
6) George Best - a graphic adventure, but unfortunately the main character is a little hard to control.
7) Saddam Hussein's Middle East Conquest - a fantasy role playing game.
8) Operation Stealth II - come home rattled, and get past the missus!
9) Fire and Forget III - Mrs Thatcher's cabinet reshuffle simulator.
10) Days of Thunder II - a vindaloo simulator.

Neil Tranter, Eccleston, Lancs

Doh! Tsk! You didn't half get the lads in the office a-chortling with that little list, Neil. Unfortunately I seem to be having a bit of a grumpy month, so I'm not laughing. Sorry.

IS THE LYNX LOSING OUT?

Dear YOB,

Why is it that CVG or MEAN MACHINES never seem to review, or even preview any Lynx games? Since it's the best handheld out, I think that it should be your duty to do a good old review now and again. By the way, CVG is brill.

Andy Morgan, Crosby, Liverpool

Whaddayamean, Andy? We've reviewed every Lynx release this year so far in CVG, and we also reviewed the batch of Lynx games which appeared just before Christmas. And when Atari bring out the next Lynx games we'll review those too.

FILTHY FAMICOM FETISHIST. DISGRACEFUL. YOUNG PEOPLE TODAY. ETC.

Dear YOB (the agony aunt),

Please help me - I'm a teenager who has fallen head over heels in love with a Super Famicom. I'm not eating or sleeping properly, and I'm thinking about her...erm, "it" all the time. I go to see it every Saturday at my local computer shop, where I stand and stare at its beautiful grey and white exterior for nearly half an hour, and when the shopkeeper plugs in one of the cartridges I nearly swoon in admiration.

The only problem is, I don't think the Super Famicom likes me. I've tried getting close to it, but the shopkeeper doesn't let anyone near it (miserable slime). The only thing I can do is give him £400, and he'll let me have it! This is where you can help me, YOB. You go into the shop and threaten him with one of your socks, and he's sure to hand one over. Or you could just send me some software for the console I've been going out with for a while, my NES. At least I'm being faithful!

Julien Holden, Blackburn, Lancs

And just what's wrong with my socks that would frighten shopkeepers? Such an insult leaves me without sympathy for your plight, and I can only suggest you use your own underwear to threaten your local Super Famicom salesman. And as for sending you Nintendo software! You shameless hussy! You'd just better work out where your loyalties stand before I call the Pervert Police! In fact, someone pass me a 'phone! 9... 9...



THE HANGING QUESTION

Yo, YOB!

How's it hanging? Look, I've just got to tell ya that your new look CVG is great! I love it! There's only one very (very, very) tiny, small problem - why do you keep on reviewing console games? I mean, you've only just started MEAN MACHINES, so why don't you keep CVG a computer mag, and MEAN MACHINES a console mag? It makes sense to me! **(Yeah, it would... Jeez, what a sap - YOB)**

On a different note, changing the scoring system to 90% for a CVG HIT! is a great idea! Finally, do you think the Lynx is better than the Game Boy? Keep up the great work!

Ben Meadows, Royston, Herts

The Lynx is better than the Game Boy only insofar as it has great graphics and a neat colour screen. At the moment, the Game Boy has the more enjoyable games, and is much cheaper to run.

SHAUN PREECE, MOANING MEGADRIVE CHEAPSKATE

Dear YOB,

I am a proud 14 year old owner of a Megadrive. Reading through your magazine, it's obvious that the Megadrive is growing in popularity, what with the Hot Seat (as reviewed in MEAN MACHINES) and the Megaplay. Also, there are large quan-

CONTINUED ON PAGE 28...


Eat my shorts if we're not giving away this radical
SiMPSoNS PiNBALL!!
Well here it is the biggest pinball sensation in years - The Simpsons! And you can get this machine which is worth £2500 into your bedroom, if you're the winner of our crazy competition!! We've colllected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! Just...
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tities of games being imported into the UK, but there are two problems with these:
1) Only a quarter of them are any good.
2) All the games seem to be on the same lines, eg horizontal shoot 'em ups.
Can't programmers do anything about this? As I'm only 14, games are hard to come by (due to my small wage), so it's horrid to see that games which I fancy, such as John Madden's Football, Strider, Golden Axe and Shinobi are all out of my grasp.
Do you think budget games will be introduced? You may think me a cheapskate, saying all this, but believe me, I reckon ace games are worth every penny of £30+ - it's like having an arcade in your own room!
Judging by your ace reviews, it seems that the Super Famicom is going to take the console world by storm, and knock the Megadrive into orbit. Is this true? If it ever makes it officially to our shores, I fear the Megadrive is in deep trouble. I think Sega will have to reduce the price in order to compete with the Famicom, either that or release the rumoured Megadrive II. Do you think the Megadrive can compete with the more superior Famicom?
Shaun Preece, Wyesham, Monmouth
I think the Megadrive will be able to compete with the Super Famicom for as long as it is significantly cheaper. At the moment, an official Megadrive is half the price of an imported Super Famicom, and has a lot more games available for it, and those terms are good enough to keep people buying it. If the Super Famicom was officially released at about £200, then I think Sega would have something to worry about. Exciting, this consoles business, isn't it?

AMS-SAD

Dear YOB,
It's okay, you can stop chucking crinkled bits of recycled paper into the waste basket, I'm not going to ask you 101 questions about stupid remarks like "does it take a lot of practice to become an idiot" by Mike All-Stupid (oops, my mistake) from issue 112. Anyway, why do you bother printing crummy bits of rubbish like that? Anyway, enough of that - I'll get down to the point. I own an Amstrad CPC464, and am desperately in need of some decent games. Problem is, no half-decent games have dared to enter the Amstrad shelves. So please, please, please could you give me a few games that are worth at least picking up off the shelf? I've had a glance at the Amstrad chart, but nothing seems to apply, especially number one (which, surprisingly, is the Turtles). I wish they'd just "rock steadily" away to the sewers, never to return!
Mark Wilson, Danbury, Essex
It's true that as more people abandon their Spectrums, Amstrads and C64s for 16-bit machines and consoles, software producers have also started to concentrate on the newer machines, simply because that's where they can make their money. Obviously this is a right cactus-in-the-trousers for all the Amstrad, etc, owners out there who have to make do with budget games and rereleases, but then that's the price of progress, and the only solution is to eventually move on to bigger and better machines. Is life a bitch or what?



TASTY NINJA LOVER

Dear YOB
Let me start like this: I own a C64, and am trying to get another game. When I heard about "Last Ninja 3", I thought about getting it. This is the problem: my mum and day say that Ninja 3 costs too much! I thought about killing myself by watching "Home and Away". Couldn't you explain:
1) Why can't I get this game when I'm paying with my own money?
2) When they say it costs too much, like this is only one game for £25, when nearly all the Amiga and ST games cost that or more?
Chris Murray, Killiney, Co Dublin, Ireland
YOB: Just tell them that it's probably the best C64 game you'll have bought for ages. And it will keep you going for ages and ages. And you'll shave the dog if she doesn't let you. There, how's that?

THE THIRD MAN

Dear YOB,
I think the high score pages should be scraped (scraped? - YOB), because not many people are taking part, and the prize for winning is merely wiggling joysticks with the weeds of CVG, and it's easy to cheat with a little arithmetic.
In your review of Final Fight, only Haggar and Cody appear, but on the arcade game there is a third fighter. Am I mistaken?
Michael Raz, Pollockshields, Glasgow


A DOPEY CVG REVIEWER

There is indeed a third fighter in the arcade version of Final Fight, and his name is Guy. For some reason the programmers of the Super Famicom version didn't include him in the conversion. For some other reason, the dopey CVG reviewers didn't mention it in the review. They won't make THAT mistake again.

YOU LYING GET!

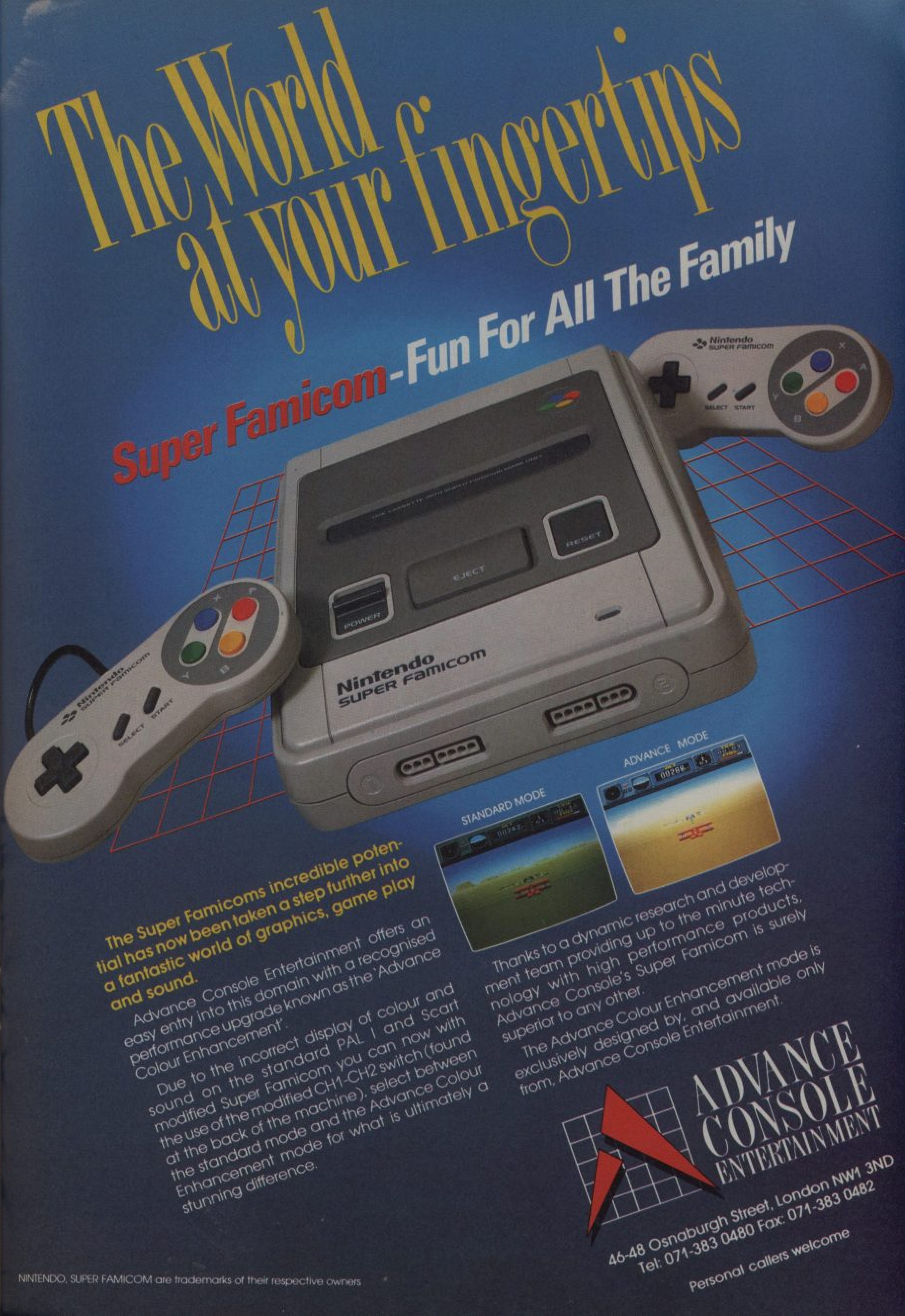
Dear YOB,
My brother Kevin has been telling me about a new type of Amiga. Is this true, or is he telling me a load of bogswallop?
"Muggins" Matton, Tuckhill, S Yorkshire
YOB: Well, ask him if he means the CDTV (a "home entertainment system" which consists of an Amiga with a CD-ROM drive attached). But if he doesn't mean that you have my permission to put his fingers in a toaster.



LETTER FROM THE EDITOR

Dear YOB,
I was just wondering the other day, what game the readers are most looking forward to, or whether there's some unlicensed coin-op or film they'd like to see turned into a game. Then we can get on the blower to the software houses and say, "Oi, why don't you produce a game based on whatever, because that's what the punters want". Am I full of good ideas or what? By the way, why don't you cheer up and stop being such a sarky git?
The Editor Who Pays Your Wages, Don't Forget.
Would I forget? What a stunning idea, Paul. I've noticed a few of you readers are a mite keen on WWF Wrestling, but are there any other films, TV shows, coin-ops or sports you'd like to see on your computer? Send in your suggestion (or suggestions) on a postcard, with your name, address and machine, and I'll organise a special YOB-type mini-prize for whoever has the best idea. The address is the usual YOB address, but mark the postcard "MR GAME WRITER! WRITE ME THIS GAME!". Come on! This is your chance to get the games you want on the shelves! And I promise not to be miserable next month (he says, secretly keeping his fingers crossed behind his back - ED).

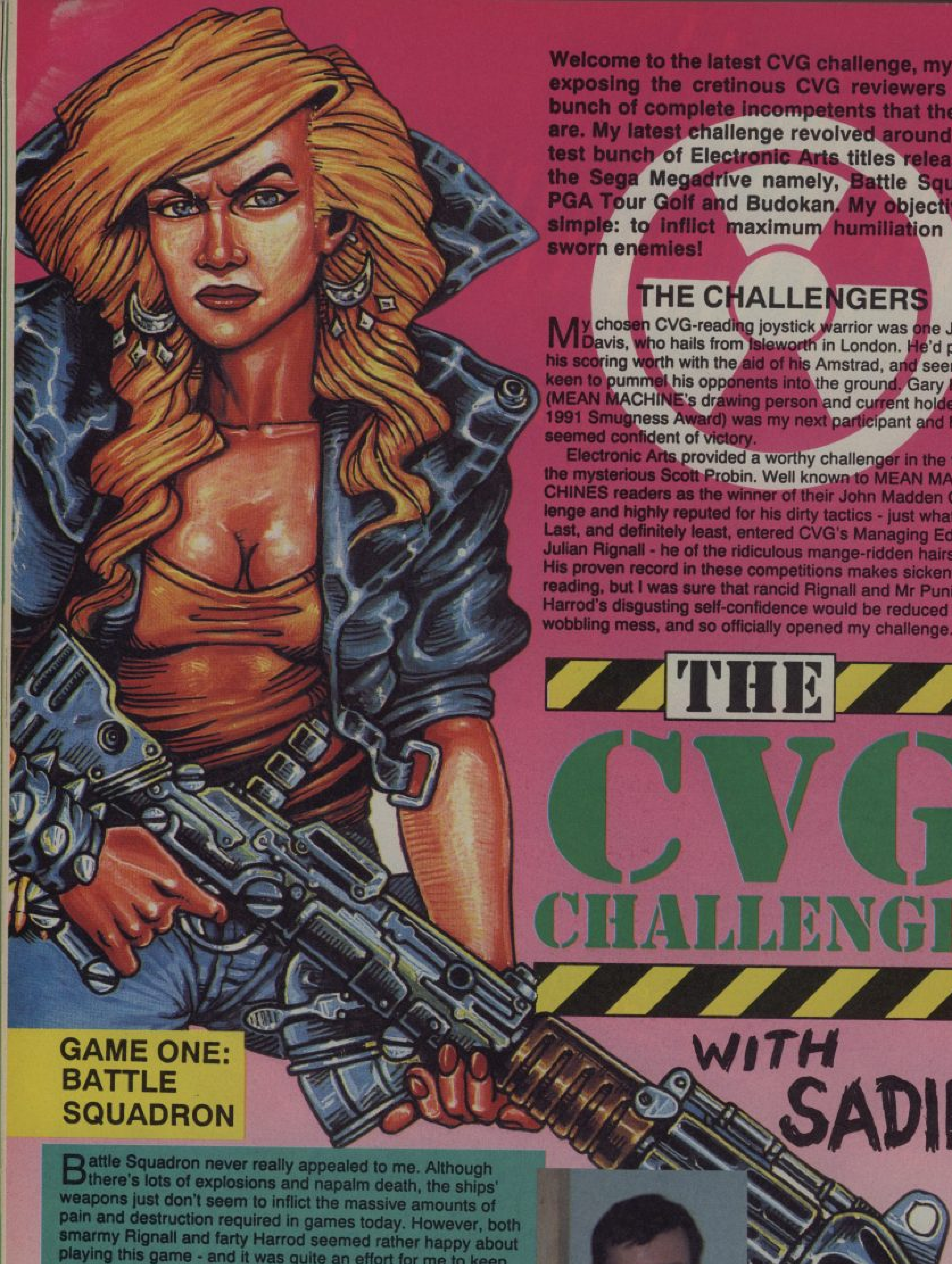




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THE CVG CHALLENGE

WITH SADIE



Welcome to the latest CVG challenge, my way of exposing the cretinous CVG reviewers as the bunch of complete incompetents that they truly are. My latest challenge revolved around the latest bunch of Electronic Arts titles released on the Sega Megadrive namely, Battle Squadron, PGA Tour Golf and Budokan. My objective was simple: to inflict maximum humiliation on my sworn enemies!

THE CHALLENGERS

My chosen CVG-reading joystick warrior was one James Davis, who hails from Isleworth in London. He'd proven his scoring worth with the aid of his Amstrad, and seemed keen to pummel his opponents into the ground. Gary Harrod (MEAN MACHINE's drawing person and current holder of the 1991 Smugness Award) was my next participant and he too seemed confident of victory.

Electronic Arts provided a worthy challenger in the form of the mysterious Scott Probin. Well known to MEAN MACHINES readers as the winner of their John Madden Challenge and highly reputed for his dirty tactics - just what I like! Last, and definitely least, entered CVG's Managing Editor, Julian Rignall - he of the ridiculous mange-ridden hairstyle. His proven record in these competitions makes sickening reading, but I was sure that rancid Rignall and Mr Puniverse Harrod's disgusting self-confidence would be reduced to a wobbling mess, and so officially opened my challenge.

GAME ONE: BATTLE SQUADRON

Battle Squadron never really appealed to me. Although there's lots of explosions and napalm death, the ships' weapons just don't seem to inflict the massive amounts of pain and destruction required in games today. However, both smarmy Rignall and farty Harrod seemed rather happy about playing this game - and it was quite an effort for me to keep their clammy hands away from the joypad while James practiced. Scott spent his practice-time moaning about the game confessing that he was "crap" and wondering why he couldn't play John Madden's instead.

I threatened to introduce the toe of my boot to his tender parts before he wisely decided to shut up. I decided that the winner of this round would be the person who scored the most points in a three-minute game.



▲ *Harrod's amazing Jack Nicholson impression.*





▲ *Here's Julian's impersonation of Gary Harrod.*

Heroic James played a pretty boring game, taking out a good deal of the enemy fleet, but losing too many lives for comfort. He also missed a few of the vital green crosses that dot the landscape. He finished his game with a poor 60,000 points. I had expected more from the lad.

Gary Harrod, friend to the tramps, arrived next at the joypad, the unhealthy toad-like one more than ready to take on the enemy empire. He bemoaned the power-up weaponry, proclaiming that he "got the crappest weapons ever made!".



▲ *A pensive moment for the thickie twins.*

Unfortunately, Harrod's shoot 'em up skills proved to be marginally more effective than his slender grip on the English language and he was rather pleased with his 80,400 performance. Thinking that he'd won the round, he merrily shambled back to his drawing desk - a sickmaking smile of smugness spreading slowly over his pasty fizzog.



▲ *The challengers commence combat.*



Scott's enthusiasm for his own shoot 'em up skills was completely non-existent and as he approached the Megadrive he made many apologetic noises to his EA boss, Simon Jeffrey. His performance turned out to be predictably flaccid. At one point only three bullets were on-screen, and Scott managed to park his ship right on top of one! Doh! He followed up this feat of incompetence by losing three lives in a mere 20 seconds. Just when he thought it couldn't get any worse, he developed the interesting habit of mistaking his pause key for the smart bomb button - thus losing precious seconds. However, the Gods were with Scott and he finished the round with 60,750. 750 points more than James. Bah!

The odious Rignall, MEAN MACHINES mega moron, took his turn in front of the Megadrive, extremely eager to let the digital carnage begin. His smug over-confidence was only boosted by his performance on this game. Since this was a timed game, Rignall made excessive use of his smart bombs, deliberately dying on purpose in order to regain another complement of these lethal weapons. "Adapting tactics within the



▲ *According to Jaz, it's all in the wrist action.*







▲ *The action's too much for Gary, who dozes off...*

boundaries of the rules", the vile one called it. Plain cheating more like. I seethed with anger as the hopeless hypochondriac took the round (and the lead) with a nauseating 82,050 points! I felt physically sick as he made many feeble revolting noises of jubilation.



▲ *...Prompting a friendly prod from the warped Jaz.*

THE CVG CHALLENGE CONTINUES...

GAME TWO: BUDOKAN



Ah! This is a bit better! The one-on-one close-up violence of Budokan is more my sort of game, and for this round each challenger would take on each other. There are four weapons to choose from, and I decided that for this challenge



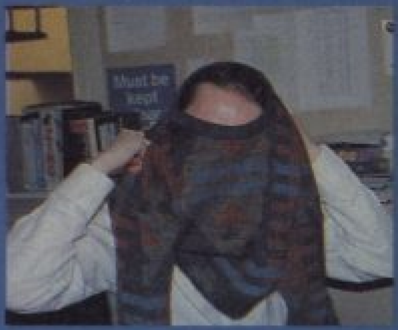
the Bo (big pointy stick) would be used. This seemed to be a point of much hilarity for the non-participating Richard Leadbetter, who likened the Bo to a broom handle - an item of which he has particular affection for, it would seem.

James seemed a bit under-confident after his defeat in





Battle Squadron, but was more than pleased when he decked the moaning Scott (who actually play-tested the Amiga version of the game). Scott, or should that be Scrote, made many excuses about his lacklustre performance, saying that "it's nothing like the Amiga version". His whinging noises were beginning to annoy me. Thankfully they stopped after this defeat, since he managed to deck both Julian and Gary quite effectively.





Blundering through Budokan's complicated control method, Julian managed to pummel James with his big stick but his luck didn't extend to his duels with Scott and Gary. He lost both of them and seemed rather annoyed. I laughed a lot at his ineptitude and his misfortune, but the man with less charm than a a Zambian Stink Pig with BO problems swore revenge in the next game, PGA Tour Golf.

Harrod meanwhile, lost only to Scott - surprising, because



his usual rod-wielding is about as limp as a lettuce in a sauna. He therefore equalled Scott's achievement of two wins and one defeat. Julian and James came joint third with one win and two defeats to their name.

The challenge broke up for lunch, whereupon the simpering Paul Glancey arrived to take the assembled players out for a tasty omelette at his favourite omelette emporium.

GAME THREE: PGA TOUR GOLF



PGA Tour Golf is a strangely relaxing game, which generally involves hitting small white balls with a large club (sounds like my sort of game). Scott wasted no time in spouting forth his own playing tips. He refused to begin the golfing action before he'd had the opportunity to rearrange his caddy and swap some of his clubs about, much to the bemusement of his challengers.

And so the last round began, and Gary seemed confident on winning this game and thus clinching the contest. I could only hope that Gary could snatch defeat from the jaws of victory.



HOLE ONE

Scott managed to hit the par level with little effort, but this cunning course confounded the other assembled cretins who all managed to get one over par. What a bunch of imbeciles!

HOLE TWO

Gary, Scott and Jaz managed to get one below par on the second hole making the contest rather more even. James needed one more shot.

HOLE THREE

A hole so easy that even Gary Harrod managed to reach the par limit with little effort or brain-power. Everyone else followed suit.

HOLE FOUR

Oo-er! James didn't do too well here, needing eight shots before he completed the hole. Scott and Jaz made the par limit, leaving Gary to get a birdie (the only birdie he'll ever pick up!)

HOLE FIVE

Both Gary and Scott got a birdie on this simple hole, leaving spazmo Jaz to completely muck up his chances - he needed seven shots to finish the hole! James only needed four to do the same job.

HOLE SIX

Scott and Gary made another birdie (what a bizarre term). Julian needed five shots and James used six to hole that peculiar white ball object.





HOLE SEVEN

The hole had a par of four. Scott and Gary used up all four shots. Jaz made up for his previous disappointment by getting a birdie, but poor old James needed six shots to finish the hole! Bah!

HOLE EIGHT

A par of three here, but Scott managed to tuck the ball away with only two shots! Jaz and Gary used up three, and James used up five. I wasn't enjoying this.

HOLE NINE

A par of five shots for this final hole. Scott used all five shots, Julian used four (damn him!), Gary had six (ha!) and James used eight! What a contemptible performance.

PGA TOUR GOLF SUMMARY

Here's the PGA Leaderboard. The scores speak for themselves. Scott (the game's playtester, I might add) used the lowest number of strokes, followed by Gary, Julian and finally James. Confusion infested the minds of these brainless creatures, as they didn't have a clue what the final standings were. It was with great reluctance that I showed them my scoreboard, explaining what it all meant in words of one syllable.

	1	2	3	4	5	6	7	8	9	Out
Yards	388	511	162	360	454	381	439	215	582	3492
Par	4	5	3	4	4	4	4	3	5	36
JAZ	5	4	3	4	7	5	3	3	4	38
SCOTT	4	4	3	4	3	4	4	2	5	33
GARY	5	4	3	3	3	4	4	3	6	35
JIM	5	5	3	8	4	6	6	5	8	50

	10	11	12	13	14	15	16	17	18	In	Total
Yards	395	529	336	172	438	426	497	132	440	3365	6857
Par	4	5	4	3	4	4	5	3	4	36	72
JAZ										0	38
SCOTT										0	33
GARY										0	35

SADIE'S SCOREBOARD

	BATTLE SQUADRON	BUDOKAN	PGA TOUR GOLF	TOTAL
SCOTT	6	10	10	26
GARY	8	10	8	26
JULIAN	10	6	6	22
JAMES	5	6	5	16

SADIE'S SUMMARY

The equally repellent Scott Probin and Gary Harrod proved to be joint winners in my challenge. Scott seemed very annoyed that he couldn't test out his John Madden skills on the challengers, and Gary couldn't figure out how Julian had managed to beat his score on Battle Squadron. Cretin-boy Rignall seemed quite happy with his humiliating defeat (with a hairstyle like that, he's used to humiliation) and James seemed quite happy with the Megadrive and free games that EA kindly supplied him with. So, everyone seemed happy in one form or another! Don't you just hate a happy ending?

AND FINALLY... THE PROFESSIONAL'S JOHN MADDEN BONUS PLAY-OFF





Scott Probin is a bit of a reckoner when it comes to John Madden Football, and indeed, when he first visited the CVG office, he proceeded to pound Mr Rignall into the ground (a spectacle I watched with much pleasure).

Not surprisingly for such an egomaniac, Scott was extremely keen to show off his skill on this occasion, and was most distressed when he discovered JMF wasn't one of the challenge games. After several hours of his moaning, I was forced to give in, and offered to pit him against the office champion, MEAN MACHINES' own Gary Harrod, a man (roughly speaking), over-brimming with confidence at the prospect of beating Scott on the game.

The first half of the match proved to be most satisfying as EA's boy blunder led the bumbling MEAN MACHINES lad by 14 points to 6! Harrod couldn't even get the extra field goal point, such was the ineptitude of his abilities. I looked forward to the bearded one suffering eternal humiliation as the second half begun.

Unfortunately, by some mysterious fluke, all his footballing power returned to him and he managed to almost level the score, much to Probin's (and my) incredible disgust. Drooling Harrod used up all his time-outs to stop the clock and stay in the game, but eventually his stalling antics came to an end.

The match finished with the score of 42 - 41. Harrod's kicking ineptitude had lost him the game (ha!), and to this day, Scott still infests the corridors of EA headquarters with a disgusting, inane smile distorting his grotesque features.

THE COMPLETE GUIDE TO

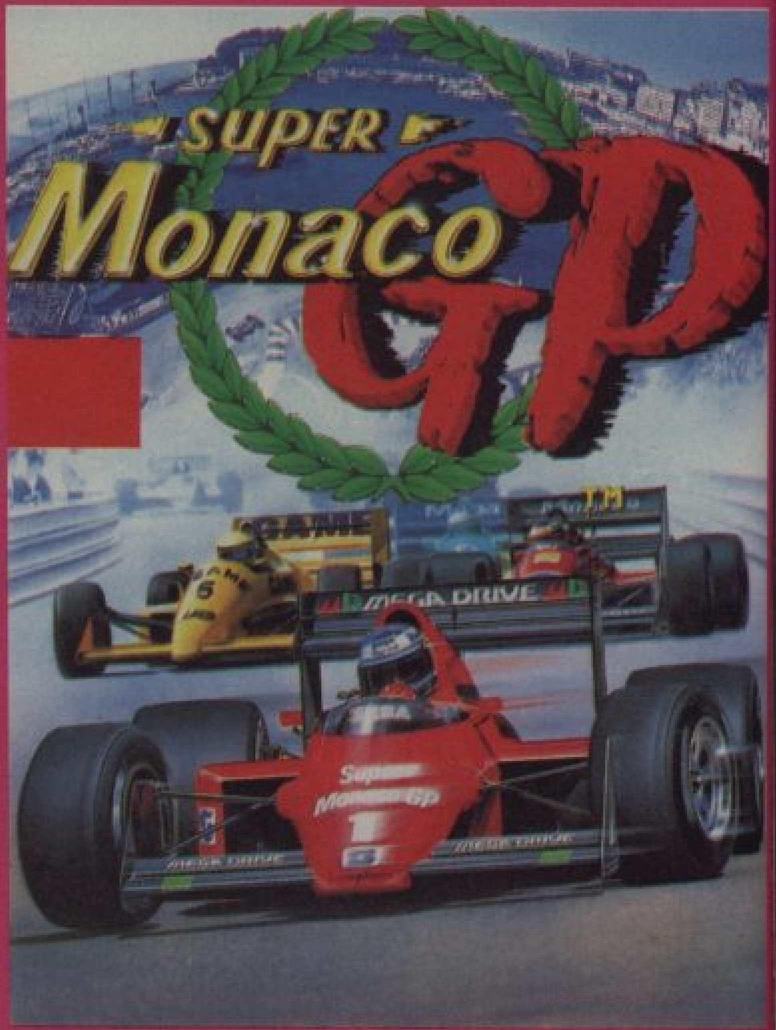
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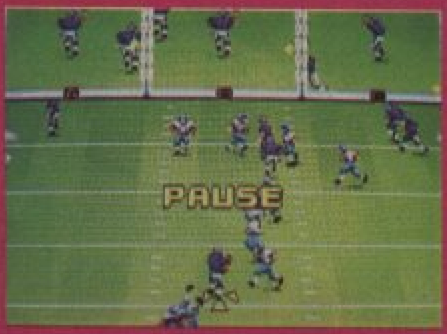




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HIGH SCORES



Dear Wimps,

You find me in a foul mood, score-seekers! And the cause of my concern is the number of supposed highscorers who are unwilling to prove their prowess in a CVG Challenge. No less than ten applicants chickened out when it came to the crunch! Excuses ranged from "school" (which is just about excusable), to a very suspect, "I don't want to come". Don't you want the chance of winning a Megadrive? If you send in a Challenge form expect to be called up, and any unreasonable refusal results in suspicion over your scores! Come on! Get your forms in to me at: SCORE WITH SADIE, CVG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Sadie

AMIGA

Some interesting developments in the Amiga highscore hit-list this month, including a rather good Wings score. Make sure you don't let up though. The word is that MEAN MACHINE's Gary Harrod has come up with a score for MERCS ready for inclusion next month. Let's hope (for his sake) that your efforts are infinitely superior to his.

PANG — 878,400
Victor Holm, Denmark

WINGS — 243 MISSIONS, 360 KILLS
Martin Wulffeld, Denmark

NITRO — 220,000 (COMPLETE)
Martin Wulffeld, Denmark

MIDNIGHT RESISTANCE — 50,450
Daniel Lewis, Sheffield

POWERMONGER — 96 WORLDS CONQUERED
Jaco Van Rijn, Holland.

ST

A few new scores from ST scorers this month, but the Rainbow Islands score is a bit worrying. The vomit-inducing Richard creature reckons he can "blow that score into another dimension with little or no effort". Keep the scores rolling in and keep the CVG reviewers out, or I won't be too happy. Get the message, creeps?

SUPER OFF ROAD — 3,330,000
Stewart Thorne, Clacton, Essex

CAR-VUP — 4,360,480
Alexis Clurea, Sweden

RAINBOW ISLANDS — 4,665,010
Steve Grogan, Manchester

NITRO — 210,000
Alexis Clurea, Sweden

PANG — 2,039,450
Chris Fox, Northants

C64

Your tedious, sleep-inducing scores are causing a bit of worry. I'm beginning to think that all the serious gamesters have moved onto the consoles, if my scoring sack is anything to go by. Perhaps some scores on Creatures, Shadow Dancer or Last Ninja 3 might change my mind. Then again, maybe not.

ROBOCOP — 3,993,500
David Slocombe, Clevedon, Avon

SPECIAL CRIMINAL INVESTIGATIONS — 10,730,000 (COMPLETE)
Scott Allinson, Colchester

SWIV — 77,000 (Solo - Helicopter)
Charles Hall, Coventry

NARC — 4,731,550
Robert Hancock, Cornwall

TURRICAN II — 3,501,800
S J Bambridge, Norwich, Norfolk

SPECTRUM

So, 77 points is the best you lot can do on Spectrum Lotus? I should imagine that a moist cauliflower rolled slowly over the keyboard could come up with a better performance than that. A few developments with the bigger titles, but that's about it. I am not impressed.

NARC — 233,025 (COMPLETE)
Colin Hutchcraft, Cambridgeshire

LOTUS ESPRIT TURBO CHALLENGE — 77 (EASY LEVEL)
Andrew Malcolm, Norwich

PANG — 650,600
Daniel Creser, Northampton

FANTASY WORLD DIZZY — 26 coins
Colin Hutchcraft, Cambridgeshire

MYTH — 110,750 (COMPLETE)
Andrew Malcolm, Norwich

AMSTRAD

ONE decent score sent in this month!! What is going on?! I stand dumbfounded by your complete ineptitude at gaming. Maybe you'll have got a grip of your joysticks by next month. I sincerely hope so.

HAMMERFIST — 11,352
F Sheikh, Ilford, Essex

SHADOW WARRIORS — 3,400
Gareth Knox, Moneymore, County Derry

MIDNIGHT RESISTANCE — 27,440
Leon Phipps, Clwyd

THE SPY WHO LOVED ME — 31,500
James Davis, Isleworth, Middlesex

SEGA

A few stalwart scorers make the Sega charts look a tad more interesting this month. A very good Chase HQ score and a nice Super Monaco GP effort are there to be beaten. Make your mark

on my table, before any CVG imbecile attempts to do the same.

CHASE HQ Graham Ashcroft, Preston	8,173,600
SUPER MONACO GP Alex Charles, Luton	GRAND PRIX 7
GREAT BASKETBALL Alex Charles, Luton	54-4
R-TYPE Trevor Wooding, Ilford	1,160,400

MEGADRIVE

Plenty more Madden malarkey this month with a fair few American Football highscores being unearthed from the depths of my scoring sack. How about some Darius II scores, or perhaps even Gynoug? Come on, highscores are an achievement, not an embarrassment (unless you play games as badly as Rob Swan).

ATOMIC ROBOKID Bovolas Shama, Bradford	338,100
JOHN MADDEN'S FOOTBALL Stephen Barnett, Croydon	208-13
MICKEY MOUSE Andrew and Ben Cartland, Reading	417,800
SHADOW DANCER Lee Johnson, Tooting	1,605,200
STRIDER Malcolm Walton, Oxford	495,500

NINTENDO

No decent NES highscores this month, which I find to be rather disturbing. Surely that Batman score can be beaten? I also think that it's about time someone conquered the miserable Double Dragon 2 score - I should think that any kind of life-form capable of holding a joypad could beat that. I must admit, I'm getting incredibly bored with Turtles scores. If you can beat 1,026,400, tell me. If you can't, I'm not interested.

BATMAN Edward Roberts, Suffolk	8,796,500
DOUBLE DRAGON II Karl Bryning, Heywood, Lancs	40,200
MEGA MAN 2 John Rogerson, Preston	COMPLETED
BLADES OF STEEL Andrew Walker, Bury, Lancashire	16-5 20-3 20-8 (PRO LEVEL)
TEENAGE MUTANT HERO TURTLES Paul Barnes, Preston	1,026,400

GAME BOY

This is more like it! The Gameboy scores caused a veritable landslide of mail in the CVG post room. The Batman score is beaten again, as is the Tetris effort, but Revenge of the 'Gator is definitely a cart you Gameboy fiends will have to practice to beat Alex Farrel's 635,550. Oh, and get rid of that R-Type score before I get angry...

BATMAN Stephen Barnett, Croydon	802,350
TEENAGE MUTANT NINJA TURTLES Chris Stewart, Newport	210,100
R-TYPE Richard Leadbetter, CVG	55,220
REVENGE OF THE 'GATOR Alex Farrell, London	635,550
TETRIS Ben Walther, Marks Tey, Colchester	467,894

PC ENGINE

Yet more PC Engine boredom this month in the scoring stakes. Why don't you joypad fiends do something about this sorry situation and send in some scores using the form below. How about Bomber Man for starters? Surely doing well in games isn't that much bother.

DEVIL CRASH Ken Howes, Houghton-Le-Spring	408,440,000
SPLATTERHOUSE Matthew Priest, Dover	257,800
AFTERBURNER J S Edmunds, Edinburgh	4,773,100

SUPER FAMICOM

Terry McPherson holds onto his scores this month, but I reckon that the F-Zero score will die a hideous death before the month is out. Three CVG reviewers in one highscore table makes me run for the nearest sick bag. I want a completely different Famicom table by next month - so get to it!

F-ZERO Terry McPherson, Somewheresville	60,120
FINAL FIGHT Terry McPherson, Dunno-on-Sea	3,369,270
GRADIUS III Robert Swan, CVG	883,820
PILOTWINGS Paul Glancey, CVG	LEVEL 8 (CODE 760357)
SUPER MARIO WORLD Julian Rignall, CVG	9,999,990
DARIUS TWIN Gary Harrod, MEAN MACHINES	2,625,900

ARCADES

MEAN MACHINE's repellent Gary Harrod strikes again, this time playing Street Fighter 2 - his current fave game. Beating five villains on one credit is the achievement to beat. Reckon you can do it? Send in your scores now, along with a superior Pit-Fighter score (to wipe the smug grin off Rignall's face).

BLASTEROIDS Ernie Nelson (ERN), County Antrim, Northern Ireland	7,225,370
G-LOC Scott Cowley, Bournemouth	904,340
STREET FIGHTER 2 Gary Harrod, MEAN MACHINES	5 BAD GUYS, ONE CREDIT
PIT-FIGHTER Julian Rignall, CVG	3,001,000
RACE DRIVIN' Adrian Edwards, Pinner, Middx	43,110

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you weaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVG reviewers and a software house champion, with an expensive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHSCORES...

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GAME ....SCORE ....
GAME ....SCORE ....

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Boy, oh boy, have we got a competition for you! To celebrate the release of their first four Sega Master System titles, those oh-so-generous people at US Gold (as well as the bunch of loonies here at CVG) are giving you the chance to walk off with ALL of the following prizes:

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Okay, okay, you can stop bouncing off the walls now - here's how to enter. Somewhere on this page, you'll see a word search puzzle, with a list of words relating to three of US Gold's Sega titles - Impossible Mission, Gauntlet, and Indiana Jones and the Last Crusade. Simply find all the words in the puzzle, then track down the letters that haven't been used to make up "The Special Sentence".

Just write that sentence down on a postcard or sealed envelope, and send it to:

**US GOLD'S GOLDEN GIVEAWAY COMP,
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LONDON EC1R 3AU.**

Please make sure your entries are in by 15th June, as that's when we pull the winners.

```
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WORD LIST

AGENT	GOLD
ATOMBENDER	GRAIL
CORONADO	HAT
CROSS	INDY
CRUSADE	JONES
DEATH	KEY
ELF	MISSION
ELVIN	ROBOT
FILM	TREASURE
GAUNTLET	WARRIOR
GHOST	WHIP



NINTENDO **£34.99**

BY ACCLAIM

Your reputation as a fine swordsman and all-round hero has spread into every corner of the realm of Sindarin. Your immense skill and resourcefulness in dealing with the twisted Malkil has earned you fame and glory everlasting. Sounds pretty good, eh?

Well, it would be were it not for the fact that Malkil has used his evil, satanic powers to cunningly resurrect himself. Once again he is defiling the land with his powerful minions and evil magic. What this is all generally building up to is the fact that Malkil must be stopped and you are the only guy with the qualifications to do the job.

This involves traversing the eight-way scrolling landscapes, collecting miscellaneous mystical items and spells ready for the final confrontation. The only problem is that Malkil has split himself into four Elemental Guardians (Earth, Wind, Fire and Water) and unless you can find the correct elemental annihilating spells, the Land of Sindarin's days are numbered...



▲ *Here's the map.*



IRONSWORD
WIZARDS AND WARRIORS II







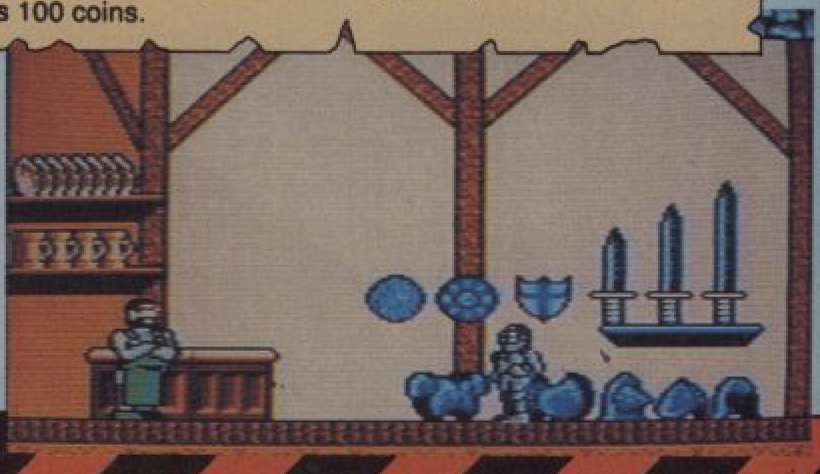


Nintendo platform games are as common as muck, and to improve on the likes of Mario and MegaMan, any new effort has to be pretty damn good. Wizards and Warriors 2 turns out to be an above average effort that lacks the edge in playability to make it a real classic. What I don't particularly like is the fact that the warrior can't attack whilst jumping, and until you've got the head-butting helmet on level two, this leaves you defenceless. What I do like about the game is that it is very challenging. It took me around forty-five minutes just to get off the first level, and level two's even tougher. Surprisingly for a Rare game, the graphics are quite dull and the sound is only average. If you're after a platform masterpiece, go for MegaMan 2 or Mario 3 (when it comes out), but if it's a challenging game you're after, take a look at this.

RICHARD LEADBETTER

INN TIME FOR TROUBLE

Smart cookies who've collected a lot of treasure should make all haste to the inn, where extra weapons, spells and food can be purchased. Unfortunately, the prices tend to be rather high. If your a bit short of cash you can enter a bonus gambling game to boost your funds. Choose one of the four bowls and then wait for the skull to fall down. Should it fall into your chosen bowl you're rewarded with 290 coins! You're more likely to lose though, and your stake each time is 100 coins.



THIS SPELLS TROUBLE



Spells can be purloined from Malkil's meanies, found in chests, or even bought at the local shop! Here's a quick guide to the spells available in our hero's repetoire.

FAMILIAR: (As in "witches familiar") This guys buzzes around our hero, turning enemy sprites into coins.

DRAGON TOOTH: A bit like the familiar, but all the enemy sprites change into tasty food. Yum, yum.

ASP TONGUE: Cast this spell at an inn at recover some energy.

VEIL OF SLUMBER: Slows down any enemies on-screen.

FLEET FOOD: Makes you run faster and jump further. Good eh?

SILVER FLEECE: Shields our hero from any enemies that dare attack.

WATER SPOUT: A column of water shoots up (where does it come from?) enabling our hero to reach previously unaccessible platforms.



▲ *Entering the treasure room.*



Our hero dies rather painfully. ▶

GOLDEN QUEST

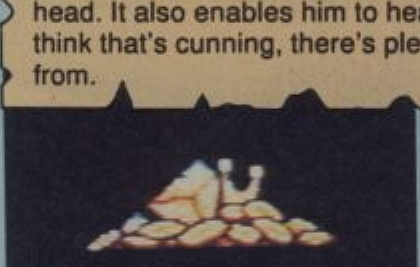
The object of each level is quite simple. Your best bet is to search the platform levels with extreme care, collecting as many objects as possible. Keys come in handy for opening chests thus revealing a lot of useful items and treasures. If you're lucky you'll come across a golden relic. Take this to the end of the level and one of the animal kings will offer you help. And when you're up against the maniacal minions of Malkil, you need all the aid you can muster.

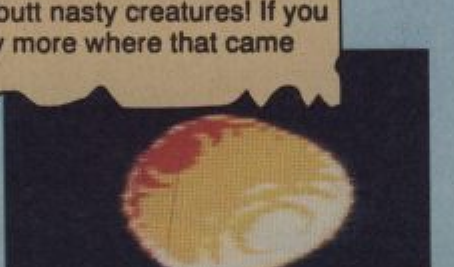
▼ *Cor!*



INGENIOUS ITEMS

Along the path to Malkil's eventual destruction, there are plenty of useful items that our hero can use to his advantage. Along with the vast amounts of gems and treasures that swell his coffers, some items boost the warrior's abilities. For example, the helmet protects the sword slashing hero's scalp from unwelcome creatures landing on his head. It also enables him to headbutt nasty creatures! If you think that's cunning, there's plenty more where that came from.







Platform games on the NES are like shoot 'em ups on the Megadrive - there are a hell of a lot of them, and most are pretty average. The original Wizards and Warriors was okay, but was lacking in the playability department, and unfortunately, the same has to be said here. The problem lies in the level of difficulty - as Rich said, it's certainly challenging enough, but as time passes, frustration has a nasty tendency to set in, making you want to turn off the machine and play something else. The audio-visual aspect is a little disappointing, considering what Rare can do with the Nintendo (just look at Snake, Rattle and Roll, for example), and overall, you feel that a little more could have been done. Again, if you're after a platform game that'll have you glued, look elsewhere.

ROBERT SWAN



GAME BOY WARRIORS

Check out your local Game Boy stockist for Wizards and Warriors X, a horizontally scrolling platform romp rather like the game reviewed here. Like this game, there's loads of keys, chests, and nasty enemies and a whole heap of enemies to chop to bits. Although the scrollings a bit blurry and the sound effects sound suspiciously like The Amazing Spider-Man's, Wizards and Warriors X is still a rather playable game.

NINTENDO	
GRAPHICS	78
SOUNDS	79
PLAYABILITY	77
LASTABILITY	80
OVERALL	79

YOUR OWN

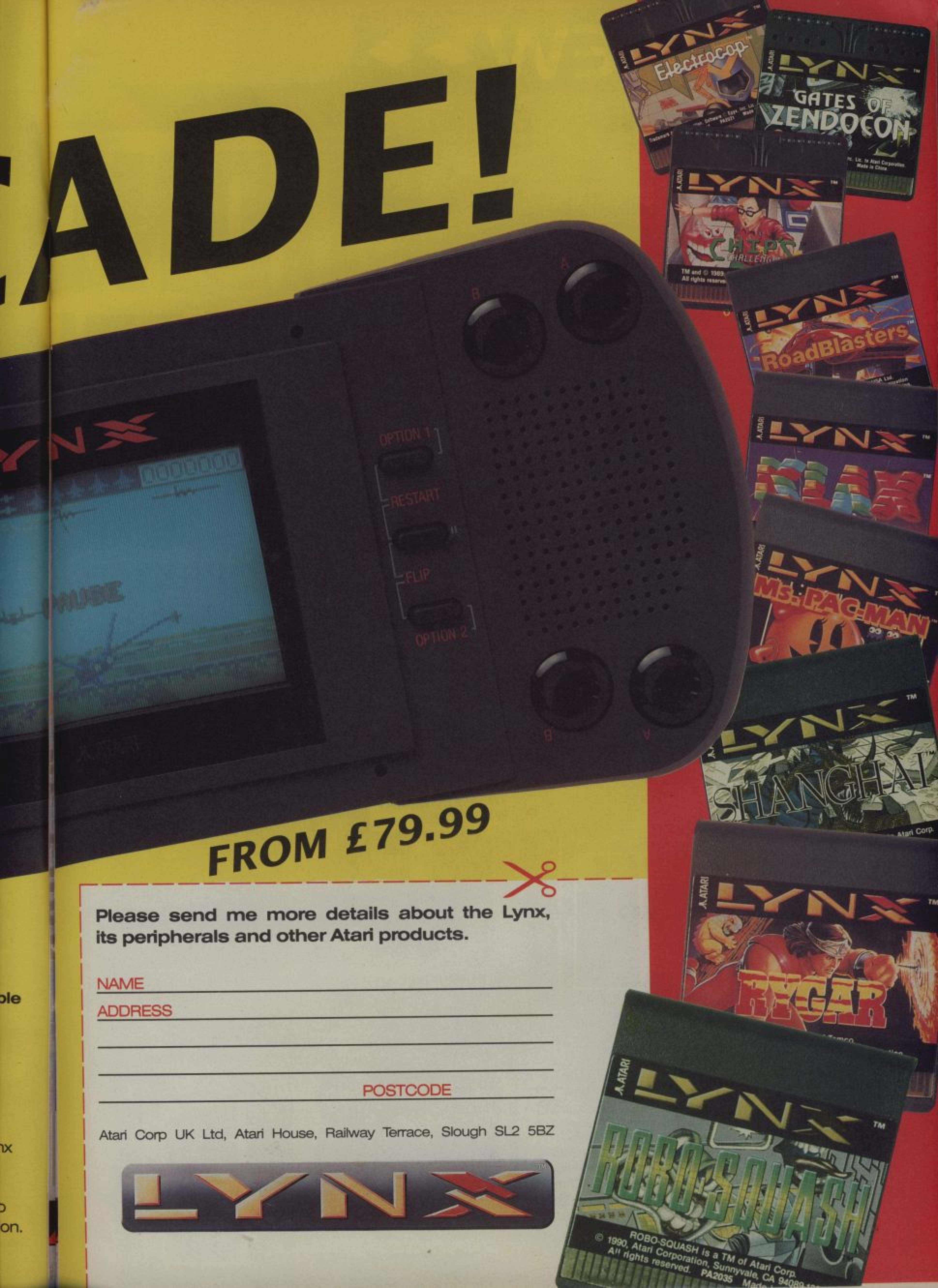
ARC





The amazing Atari Lynx is *the* complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.



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FLIP
OPTION 2
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BY DECO

MIDNIG RESISTA

Earth in the far future - a weak, defenceless world, ripe for conquest. Enter the despicable King Crimson, one-time ruler of our world, and leader of a race of bio-mechanical warriors, with which he has levelled most of Earth's major cities. As is the case in these situations, a small band of souls has formed the Midnight Resistance in order to stand up to the despot, but as is also the case in these situations, most have been killed in bloody skirmishes. Only one man survives (his brother from the two-player coin-op hasn't made it into this conversion), and he's out to finish Crimson and his forces once and for all!

There are nine levels of horizontal and vertical scrolling action, blasting adversaries and collecting the keys they leave behind. At the end of each level, these keys can be traded in for bigger and better weapons, before moving on to the next bunch of psychotic cyborgs, and eventually, Crimson himself!

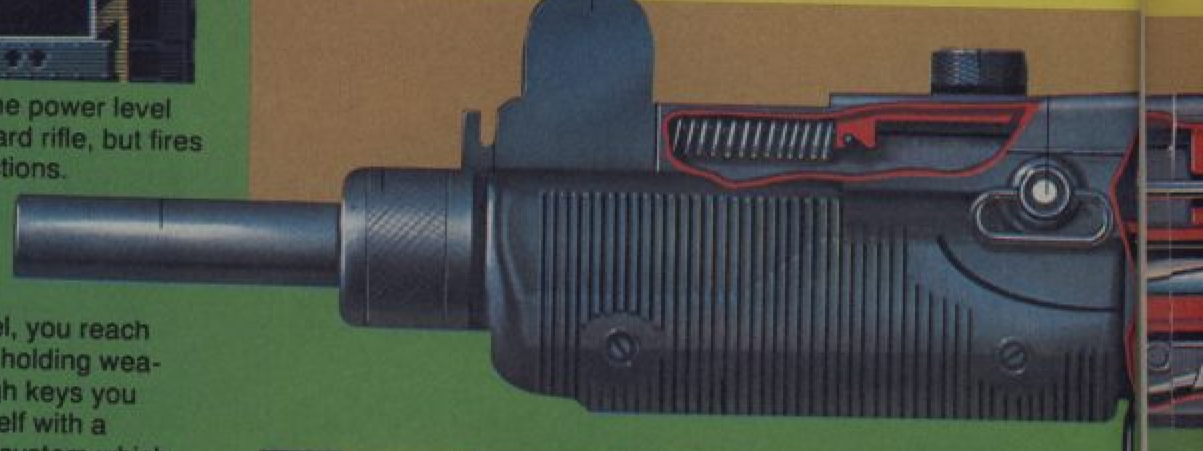
THE GUNS



FULL AUTO: Power-up for the standard rifle.



3-WAY: Same power level as the standard rifle, but fires in three directions.



THE KEY TO SUCCESS

After torching the boss at the end of each level, you reach an armoury. The walls are lined with cabinets holding weapons, but they're all locked! If you have enough keys you can keep opening the cabinets to equip yourself with a more powerful gun, and a secondary weapon system which fires when you push up on the joypad. Here's a complete list of the items on offer:



FIRE: The most powerful weapon, this fries anything in its path, but the range is limited.



SHOTGUN: Limited in speed, but devastating in effect!

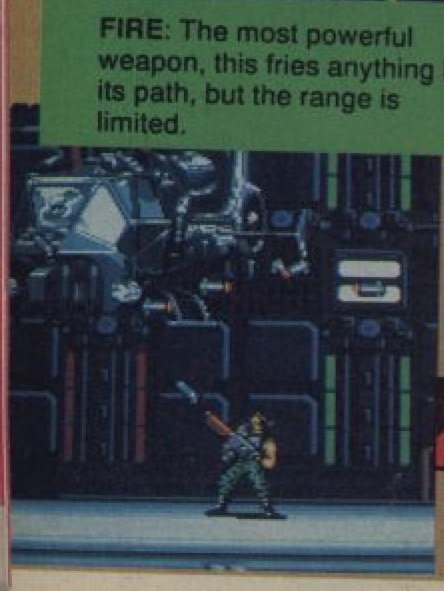
THE SECONDARY WEAPONS





NITRO: Flames spread eight ways from the top of the screen. Pretty lame.
SHOWER: Drenches adversaries enemies with lethal spikes.

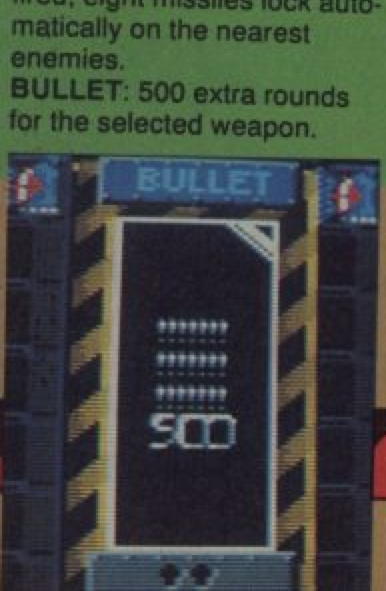
HOMING MISSILES: When fired, eight missiles lock automatically on the nearest enemies.
BULLET: 500 extra rounds for the selected weapon.



UPDATE

Midnight Resistance has been out for some while for the ST, Amiga, C64, Amstrad and Spectrum, courtesy of Ocean.

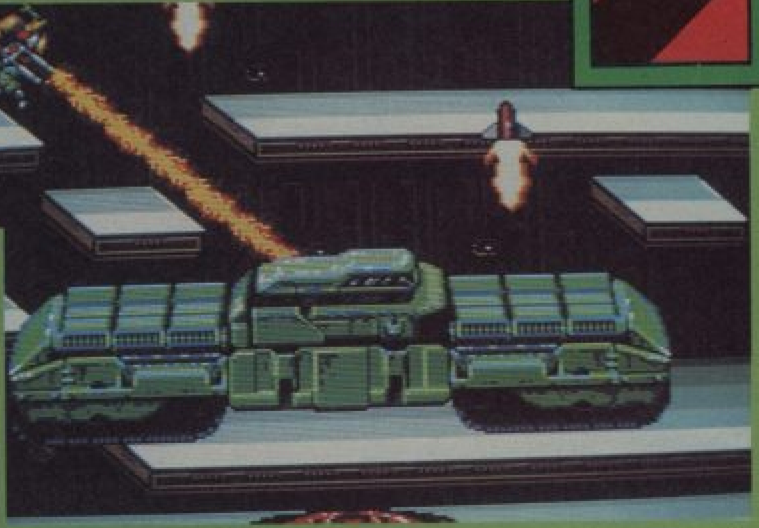






LEVELS OF RESISTANCE

Midnight Resistance is set over nine explosive levels, each packed with a full complement of Crimson's bio-mechanoid goons from Hell!

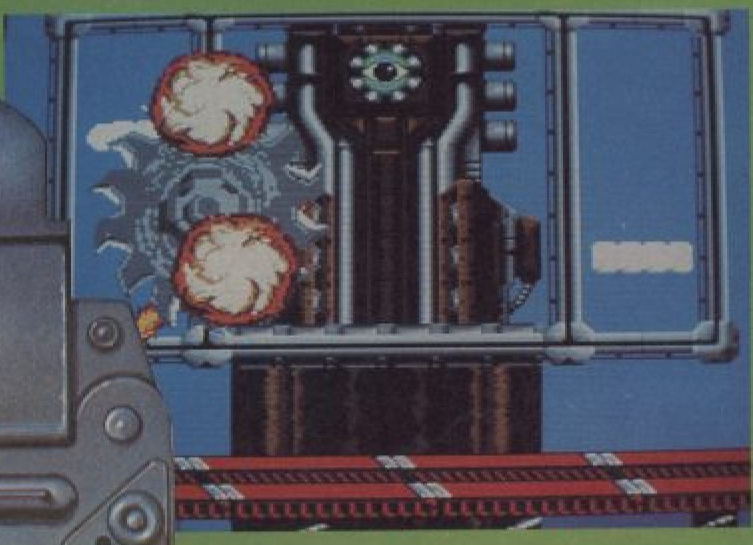




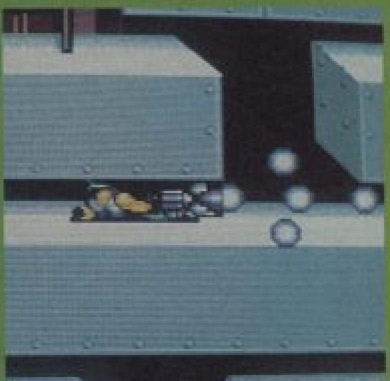
LEVEL ONE: Simply blast away at the enemy base's entry chambers and dispose of the garrison of troops to gain access to the first armoury.

LEVEL TWO: Conveyor belts, tight crawlways, a massive tank and gun emplacements cause aggravation for our hero before he can stock up at the next armoury.

LEVEL THREE: This forest level is infested with Crimson's troops and massive laser emplacements, along with an enormous laser-spewing mechanism at the end!







SUPERCHARGER: Powers up the selected weapon to its full capabilities - especially useful with the flamethrower.

BARRIER: Limited shield protection.





Midnight Resistance was always a blast I enjoyed in my local arcade, but I was disappointed by Ocean's computer conversions which had a very dodgy control method. This version also suffers from this same flaw, although having three buttons to control your matey (rather than just one) makes things a little easier. Graphically, Midnight Resistance is almost coin-op perfect, even down to the intro screens at the start, and the sprites and backdrops are true to their arcade counterparts. A special mention must go to the sound - excellent adrenalin-pumping soundtracks, along with some loud, raucous explosions, and if you whack in a pair of headphones and push the volume up to the max, you really do get the full effect (that's right, the effect of permanent deafness - ED). Overall, Megadrive Midnight Resistance will not only appeal to fans of the coin-op, but to all lovers of things that go boom. Check it out immediately.

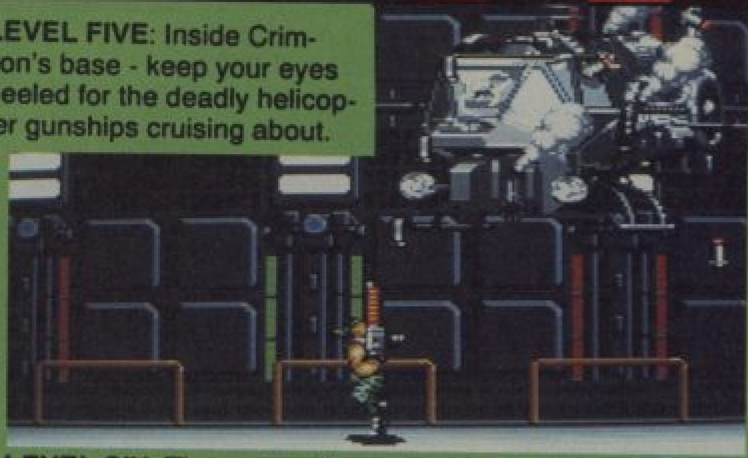
ROBERT SWAN

MIDNIGHT RESISTANCE



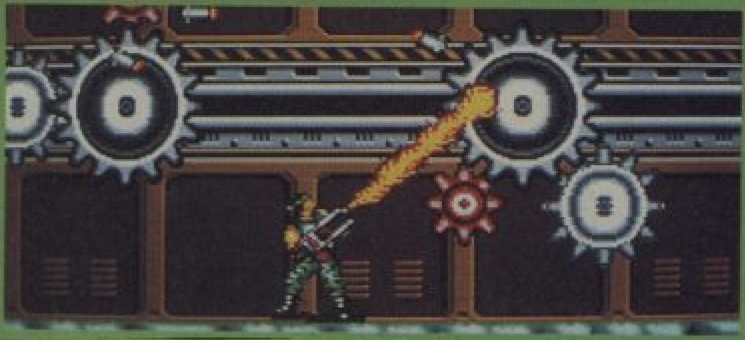
LEVEL FOUR: Massive tanks bristling with lasers attack in this rocky level, with aid from Crimson's airborne shocktroopers.

LEVEL FIVE: Inside Crimson's base - keep your eyes peeled for the deadly helicopter gunships cruising about.



LEVEL SIX: The rock walls peel away to reveal some formidable resistance-crushing weaponry! Keep an eye open for Crimson himself, who taunts you by parading his prisoners on a nearby monitor. The swine!





LEVEL SEVEN: The shortest level - set by the sea, a vast battleship does its utmost to blast you to kingdom come!

LEVEL EIGHT: A lethal fire-spitting serpent tries to toast your buns on this hellish level.





LEVEL NINE: Finally - the showdown with King Crimson!

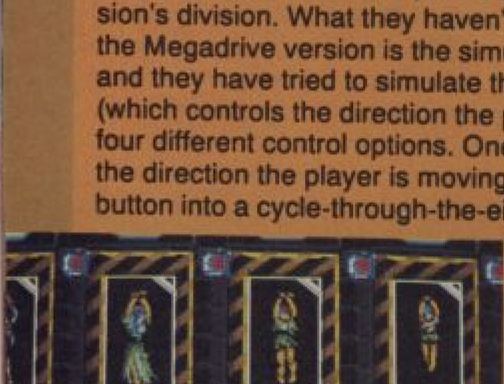


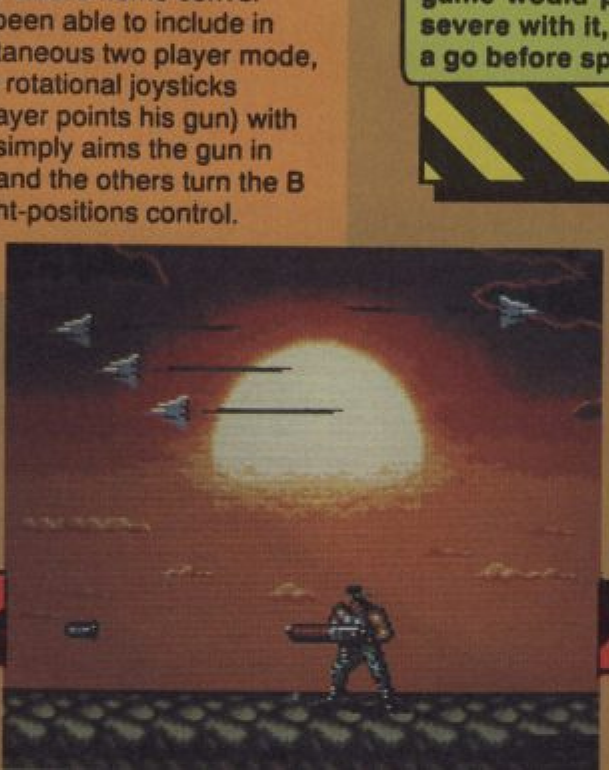
This game would be great if it wasn't for one problem. I found the controls difficult to get to grips with (the rotate-the-gun one especially), even though the programmers have let the player select one of four different systems! Several other players in the office had similar problems and that kind of knocked the enjoyment on the head for me. What I liked most about Midnight Resistance is that it's quite an unusual shoot 'em up for a Megadrive, ie. there are no spaceships and not hardly any multi-level parallax scrolling. That and the fact that the graphics and music are both very good indeed made this a game I came back to several times, but every time I was cursing that control method! Lovers of the arcade game would probably have enough enthusiasm to persevere with it, but if that doesn't include you, try to have a go before spending the money.

PAUL GLANCEY

MIDNIGHT IN THE ARCADES

Data East were the people behind the Midnight Resistance coin-op which was released early in 1990 and achieved moderate success amongst arcade players. DECO, who produced this conversion, are Data East's home conversion's division. What they haven't been able to include in the Megadrive version is the simultaneous two player mode, and they have tried to simulate the rotational joysticks (which controls the direction the player points his gun) with four different control options. One simply aims the gun in the direction the player is moving, and the others turn the B button into a cycle-through-the-eight-positions control.





MEGADRIVE

GRAPHICS	90
SOUNDS	89
PLAYABILITY	83
LASTABILITY	85
OVERALL	86

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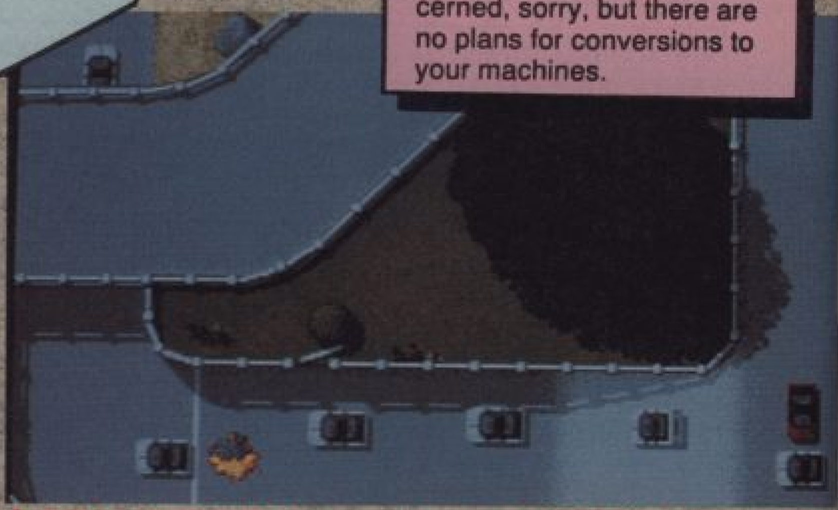
BY GREMLIN

UPDATE

Super Cars 2 should be screeching onto the ST real soon now, for the same price of £24.99. As far as all you 8-bit race fiends are concerned, sorry, but there are no plans for conversions to your machines.

Back in the latter part of 1989, Gremlin released the original Super Cars, a viewed-from-above race game in the mould of Super Sprint but with the added bonus of an eight-way scrolling track, a range of cars and various weapons with which to take out your opponents! Now Magnetic Fields (the programmers of the original and the cracking Lotus Esprit Turbo Challenge) have produced this sequel.

The player starts each racing season with a set amount of money, and a Super Car. Of course, winning's the name of the game but the money you make has to be spent wisely on upgrading your car and its weaponry to ensure your place in the championship. Earning the bread, means finishing in the first five places. Failure to do so will mean your automatic disqualification for the rest of the season - pretty big incentive, yes?



▲ Off to a flying start - except for the bloke who just exploded!

SUPER CARS II

CVG HIT

KWIK-FIT WAS NEVER LIKE THIS!

This is a list of equipment that can be purchased:

FRONT MISSILES: Forward-firing - pretty accurate, but can be avoided with practice.

REAR MISSILES: As above, but fire in reverse.

HOMING MISSILES: Deadly! These home in on the nearest car, and blast it to shrapnel!

SUPER MISSILE: This baby rotates around the car, destroying anything that gets too close!

MINES: These are dropped onto the track, and explode after a short delay. Anything within proximity gets annihilated!

TURBO BOOST: Limited but effective - simply blasts the car's speed up to maximum for a short period of time.

ARMOUR: Available in three grades (light, medium and heavy), this gives the car protection from the continous battering dished out by the other racers!

BATTERING RAM: Again, available in three grades, this lets the player damage and destroy other cars by simply smashing into them!

ENGINE TURBO: Again, available in three grades, this increases the top speed of the Super Car.



I wasn't exactly over-enamoured with the first Super Cars, due to the rather iffy graphics, duff gameplay and no two-player mode. Now Super Cars 2 is here, and Magnetic Fields have more than made up for the predecessor's shortcomings. The sprites are small, but are all excellently animated - the cars bob and careen around corners - and the sound is also tops, with lots of sampled screeches and explosions. The head-to-head two player option makes the game that much more entertaining, and therefore makes the whole package that much more challenging. Super Sprint-style games are entertaining for a while, but have a tendency to become incredibly boring very quickly. Super Cars 2 is addictive enough to have any boy racer stuck to his Amiga for ages, so if racers are your thing, get this now - you'll love it!

ROBERT SWAN



TAKE A BREAK

After a race, people come over to have a natter. These include policemen, journalists, solicitors and even an inspector from the Department of Environment! In each instance, they ask a question, with a choice of three possible answers. Getting it right either whacks up the points or money, or reduce a fine, but if you get it wrong your bank balance will soon tell the tale!







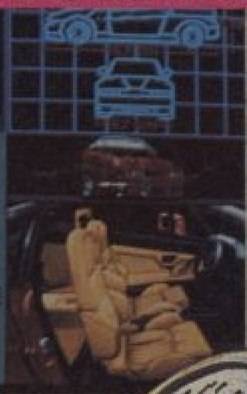
BUILDING UP YOUR BEAST

The basic Super Car is pretty useless, with weak armour and no weapons. However, once a race is successfully completed, damage sustained can be repaired and fresh weapons can be loaded up for the next race. Once this is complete, the trading screen appears, where the player can buy or sell new equipment and weaponry. Prices for items do tend to fluctuate quite wildly, but with a bit of practice, it's possible to speculate on what future prices will be!



▲ Red drops a mine and bang goes an opponent!









Well, I disagree with Rob insofar as I thought that the original Super Cars was terrific (I even bought it when I was a destitute student with no money) and I awaited this sequel with considerable interest. Even though there's only one type of car, this follow-up is vastly superior to the original. The graphics have been spruced up, there's plenty more hazards thrown in (the jumps are an excellent addition) and your motorised steed is far more animated (it occasionally skids along on two wheels!). The addition of the two-player mode makes the game far more enjoyable and the new power-ups make for a much more varied game. As a sequel, it's superb. Gremlin have taken the unrivalled playability of the original Super Cars and improved on it, so if you've got any form of common sense whatsoever, you'll purchase it as soon as possible. The best racing game since Gremlin's Lotus.

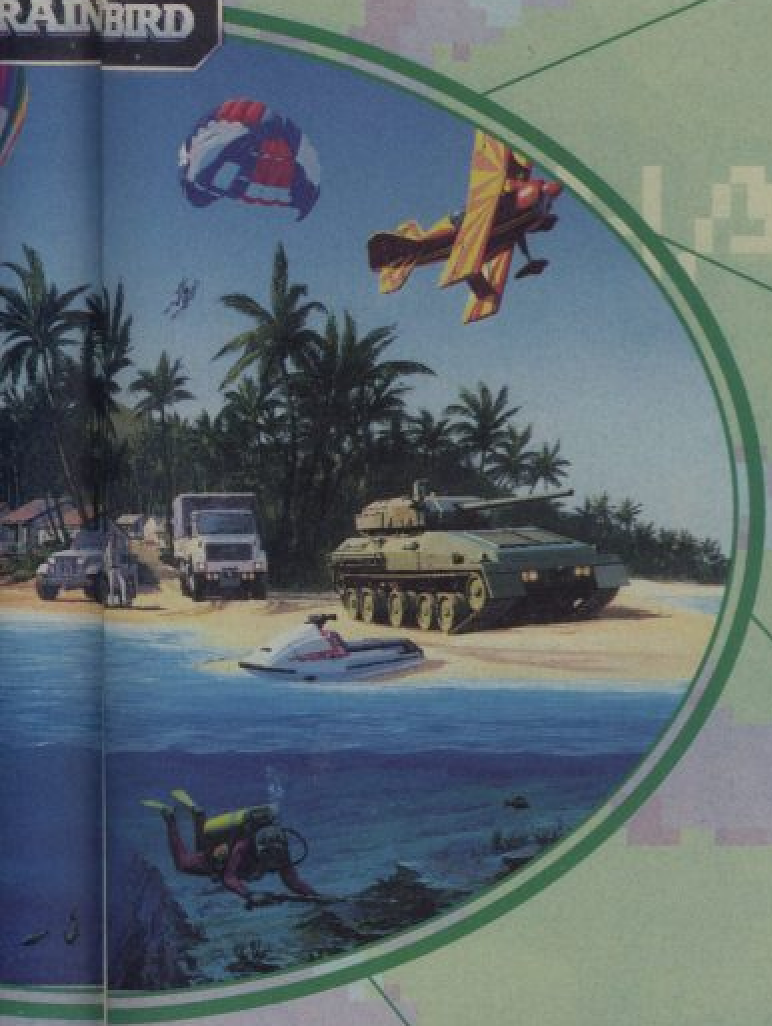
RICHARD LEADBETTER



AMIGA	%
GRAPHICS	89
SOUNDS	89
PLAYABILITY	92
LASTABILITY	94
OVERALL	91

OF FREEDOM

A three dimensional environment packed with action, adventure and strategy. Entering it is easy......breaking free is what's hard !

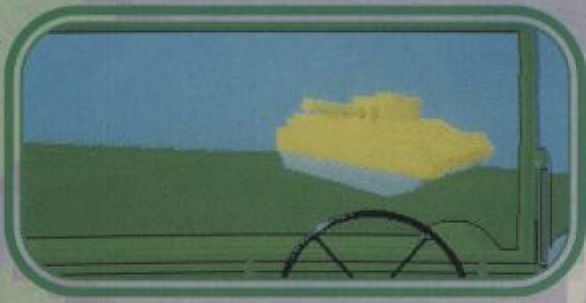




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The enemy have a vast array for firepower aimed at you, on land, in the air, and across the sea, and react quickly and intelligently to your actions.



The sea surface is generated by constantly moving fractal points, causing you to bob up and down as you swim or sail across it.

DWINTER II
ES OF FREEDOM

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REVIEW

SPACE QU

PC **£34.99**

BY SIERRA ON-LINE



Roger Wilco, sanitation expert, part-time hero, and star of the three previous Space Quest adventures is back! Having rescued The Two Guys from Andromeda (the authors of the Space Quest series) from the diabolical clutches of the Pirates of Pestulon, our hapless hero is out for a little R 'n' R on his home planet of Xenon. The problem is this - the dreaded Sequel Police have had enough of Wilco and all this Space Quest nonsense, and are determined to make sure that Space Quest V will never see the light of day!

Saved only by the timely intervention of a squad of rebels from the future, Roger finds himself hurled into a hole in the time-space continuum - only to find himself on his now-devastated home planet in the scenario for Space Quest XII - Vohaul's Revenge II! Can Roger find out who wants him dead? Will he find a way back into his own time? Will someone tell me what's going on? Who knows? Who cares? Find out, same time, same channel, next week!







As someone who enjoyed the first three Space Quest games immensely, I can safely say that part four not only matches the hilarity and insanity of the series, but excels it! SQ IV is not so much an adventure, but a mass of hilarious problems which the hapless Roger Wilco has to make his way through. The VGA graphics are absolutely gorgeous, with some of the most detailed backdrops ever seen in a game of this type, and if you've got a sound card for your PC, you can really appreciate the terrific soundtracks that make SQ IV more like an interactive movie than an adventure. The sheer amount of depth is enough to have even the most experienced adventurer stuck to his machine for ages, and the puzzles are enough to have you pulling your hair out - once you've solved one, you're confronted with another almost instantly! Quite frankly, if you're a PC owning adventure nut, then there is absolutely no excuse to go out and buy this immediately. Now you'll have to excuse me, the Sequel Police are after me again...

ROBERT SWAN

GOT THE RIGHT TIME?



To get back from Space Quest XII to his rightful place in the Space Quest IV scenario, Roger is obviously going to have to find some kind of time machine, then find the required co-ordinates to zap him to the correct location in Space-Time.
Luckily, if Roger can hop a shuttle to that large structure outside the city on Xenon, he will find a Timebuster 2000 SUX, and after working out that the symbols on the control pad look a bit like letters, he just has to find a likely set of six letters which the time-drive computer will accept as co-ordinates.
Unfortunately, the first string of co-ordinates only gets him as far as Space Quest X - Latex Babes of Estros, where the Sequel Police will soon catch up with him. If he wants to stay alive, Roger has to find his next set of co-ordinates and get to the next scenario FAST! Those Sequel Police tend to shoot first and say "halt" later!

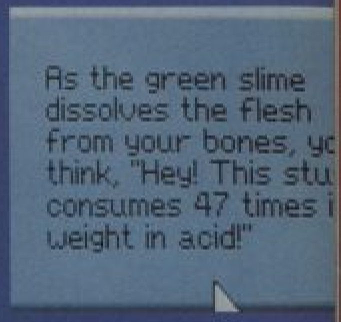


ROGER, WILCO, AND OUT

Roger Wilco's three previous adventures would be enough to drive anyone nuts, let alone the Sequel Police. The original Space Quest saw Roger, then a lowly janitor aboard the space lab Arcada, foil the evil Sariens' plot to steal the Star Generator and thereby single-handedly save the planet Xenon and the entire Earnon star system from a fate worse than death. Part two saw the Sariens' leader, the vile Sludge Vohaul, intent on conquering the galaxy with an army of genetically-engineered life insurance salesmen! Again, our bumbling good guy was able to save the day (more by luck than judgment!). The third chapter, The Pirates of Pestulon, saw Roger's "creators", the Two Guys from Andromeda, kidnapped by a band of outlaws out to flood the galaxy with a load of sub-standard software - once again, it was down to Roger to save the day! Now Space Quest IV is here - can Roger save himself?











ICON-TROLS

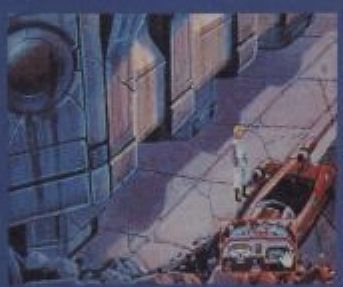
Unlike the previous Space Quest adventures, part four involves absolutely no typing whatsoever. Now it's just a simple case of point and click with whatever option you have selected. Pressing the right mouse button cycles through seven command icons (walk, look, action, talk, smell, taste and inventory), or you can select one directly by moving the cursor to the top of the screen.











MAY THE FARCE BE WITH YOU!

UPDATE
Space Quest IV should be emerging on the Amiga and ST real soon, but no release dates or prices have been set. Be warned, though that the Amiga game requires one Megabyte of memory and two disk drives or a hard drive to run! The ST version also requires either two drives or a hard drive, but it has the added feature of being able to use any attached MIDI device to produce enhanced music.



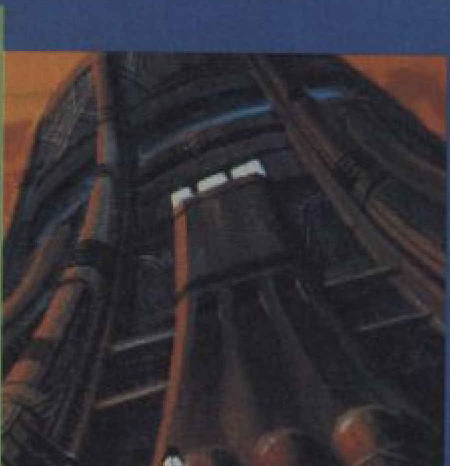




Unlike Rob, I've never really been a big fan of the Sierra adventures because of the rather ugly graphics and those annoying guide-the-man-through-the-maze-of-tight-gaps bits. However Space Quest IV is one of Sierra's new-look games so it certainly doesn't suffer from any ugliness problems (if you've a VGA card the digitised graphics are superb) and the mazes I came across weren't as intolerably difficult as they were before so I really enjoyed myself. The other attraction is the unusual storyline, the jokey scenarios and the oddball predicaments which are actually pretty funny, and keep you playing the game just to see where the next laugh is. The new command system is, I suppose, less daunting to a novice than the old text-entry system, but seven icons seemed pretty restrictive to me, and it reminded me somewhat of all those old text adventures with tiny vocabularies which forced the player to word commands strangely so that the computer could understand. The system Lucasfilm used in Indiana Jones and Monkey Island is far more flexible. That gripe aside, I was very impressed with Space Quest IV, and I'm sure any Wilco fans out there won't be disappointed by this installment in the series.

PAUL GLANCEY

HARD DRIVIN'
Unfortunately, all these luvverly graphics (which were hand-drawn then digitised, actually) take up a lot of memory and hence, disk space, so you won't be able to play Space Quest IV unless you have a hard drive in your PC! Aiee! Oh, by the way, the game supports MCGA and VGA graphics, mouse, joystick and keyboard controls, and PC, Adlib and Roland sound. Just thought we'd better give you all the facts.







PC

	%
GRAPHICS	95
SOUNDS	92
PLAYABILITY	86
LASTABILITY	92
OVERALL	90

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REVIEW

SUPER FAMICOM

£40.00 **BY TAITO**



A vicious alien empire, armed to the teeth and out for blood, has invaded our system. Earth Defence, in a last-ditch attempt to protect our beleaguered and battered world, has created the Darius starfighter - a super-fast vessel with the latest developments in combat firepower. All that's needed is a pilot brave (or mad) enough to fly it, so guess who's just about to get their call-up papers?

Either one or two pilots (you can both play simultaneously) blast their way through twelve increasingly-difficult alien-infested levels, in an attempt to reach the vile alien leader and utterly destroy him. The usual mixture of power-ups are available (more on that later), but the malevolent xenomorphs are out to make sure that nothing on Earth will survive the coming conflict...

THE FUTURE OF SPACE ENFORCEMENT

When a set of six "box" aliens are destroyed, a crystal is left behind. The Darius fighters collect these to enhance their firepower in the following ways:

RED CRYSTAL: Increases forward firepower, from the initial weedy popgun, up to a massive, energy-ball spewing cannon!

BLUE CRYSTAL: Bestows the ship with a protective energy field, which can be made more powerful with more crystals.

GREEN CRYSTAL: Increases secondary weapon's firepower, from a single missile to four-way lasers up to massive energy blasters!

YELLOW CRYSTAL: Acts as a smart-bomb, annihilating everything on screen!









UPDATE

Darius has already appeared (in one form or another) for most machines; the rather dull Darius Plus (from The Edge) for 16-bits, Darius (also from the Edge) for the 8-bits, Taito's own conversions of Darius on both CD-ROM and cart for the PC Engine, and Darius 2 for the Megadrive! Phew!









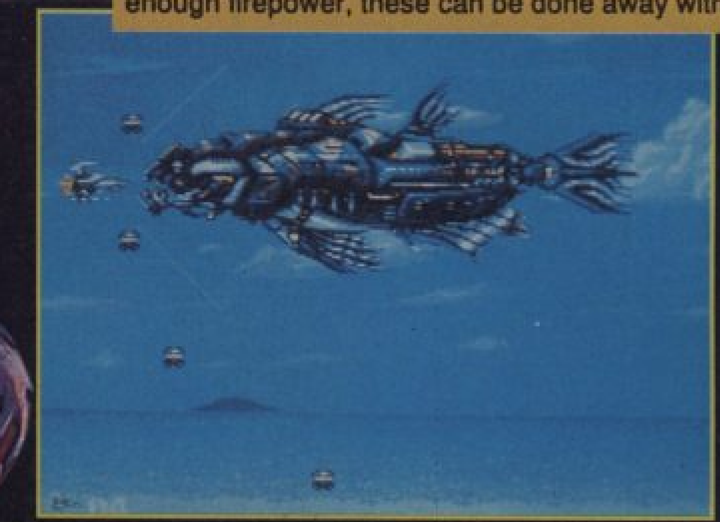
Although I enjoyed playing the coin-op, Darius never really had anything (apart from the three screens) to make it stick out from the rest of the crowd. Darius Twin is okay as blasters go, with some excellent graphics (the end-of-level monsters are as exquisite as their arcade counterparts), and the sound is enough to have any shoot 'em up freak gibbering like a loon, with lots of rough and raucous explosions. The only problem is the game itself - even on a difficult level, it doesn't take long to get right to the end. If you just can't wait for a shoot 'em up on the Super Famicom, try it out but if I were you, I'd keep my money safe, and wait for Super R-Type.

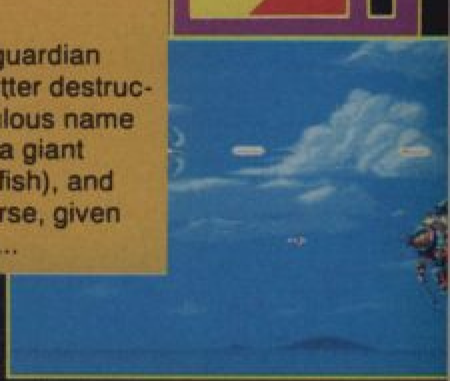
ROBERT SWAN



THE BOSS FROM 20,000 FATHOMS

At the end of each stage, the giant end-of-level guardian emerges emerge, intent on the Darius fighter's utter destruction. The funny thing is, each has the most ridiculous name imaginable! These include the Dual Shears SP (a giant mechanical lobster), Killer Hagia, (a large metal fish), and Dark Coronatus (a deadly robo-sea lion)! Of course, given enough firepower, these can be done away with...







THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.



Everyone was disappointed with Darius Twin when it first arrived in the CVG office. The graphics and sound are both excellent (as usual for the Super Famicom), but it's gameplay that's important in making a shoot 'em up stand out from the ordinary. It's in this sense that Darius Twin fails. The same old enemy attack patterns coupled with the end-of-level bosses combine to make a game that simply doesn't excite. The power-ups give the player no real sense of destructive prowess either. What Darius does have in its favour is the excellent simultaneous two-player mode, which no other Super Famicom title has. Some degree of strategy is required to decide which power-ups are better suited to which players and co-operation is essentail for success. If you want a two-player blast, then this is probably the best seen outside of an arcade. Solo shoot 'em ups fans should save their money, though.

RICHARD LEADBETTER





PICK A PLANET, ANY PLANET

Getting through to the heart of the alien empire isn't as easy as it sounds, but to give you the smallest iota of a chance, you can choose which planet to fly to next! Darius pilots are warned that some routes offer far more danger and excitement than others, so choose carefully!

FAMICOM

GRAPHICS	89
SOUNDS	88
PLAYABILITY	85
LASTABILITY	84
OVERALL	88



Four levels of difficulty will help you to learn quickly - and optional autopilot landings will allow you to concentrate on airborne action. The controls are simple, effective, and easy to remember. It is a great flight sim for beginners and experts alike.



Fly missions in any of six real world arenas from the Persian Gulf to Vietnam, Central Europe to the Middle East and the North Cape to North Africa, giving you a total flying area of nearly half a million square miles.
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IBM PC & Amiga screen shots



An amazing ten viewpoints give you the opportunity to view the fast flowing 3-D environment from virtually anywhere around your plane - and a unique "Director" option can be used to automatically change the view for you, so that you're always looking right at the centre of the action.



The newest smart weaponry and laser-guided armaments are primed for launch - it's your job to make sure that you're in the right place at the right time, and avoiding the constant enemy attack being thrown at you.



Enemy pilots and missile crews act and react intelligently and quickly. Success depends on making the right moves - and making them fast. F15 Strike Eagle II puts you in the hottest seat of them all - Take a look for yourself.



F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and great

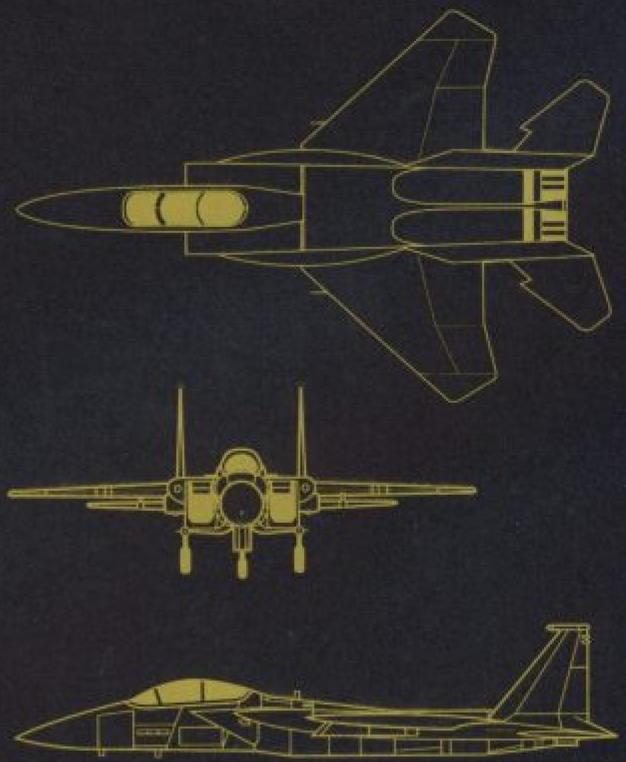


AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

The latest version of the Strike Eagle is equipped with a sophisticated zoom FLIR/TV/Laser target tracking system that allows the pilot to see close up views (either TV or thermal) of the target at all times.



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BY KRISALIS

Jahanghir Khan, world champion in the sport of squash six times, has lent his name to this, a simulation of the most exhausting of ball sports.

Squash offers the chance to play one or two players, or simply sit back and spectate. There are two types of play, the Club Tournament (league), or the World Championship (knockout). The former is organised as a series of up to 8 "rungs", with each rung containing four to six players. At the end of the league, the top two players are promoted, the bottom two relegated to the next rung down.

The World Championship is simply a case of defeating each opponent in order to make it to the Final and take the trophy!

JAHANGIR WHO?

One of the world's most successful sportsmen, Khan has been World Squash Champion six times, and winner of ni successive British open squash titles. Born in Karachi, Pa istan in December 1963, Khan learned to play squash at th age of seven - a natural step for the son of a former British champion, Rossan Khan, who took the title in 1957.



At the age of 15, Khan won the World Amateur Squash Championships, and at 17 became the youngest ever professional World Champion. Since then, he has wo every squash title in the world, and over a six year period played in over 500 in ternational matches - withou a defeat! To this day this re mains an achievement unique in world sport.

JAHANGIR KHAN World Championship SQUASH

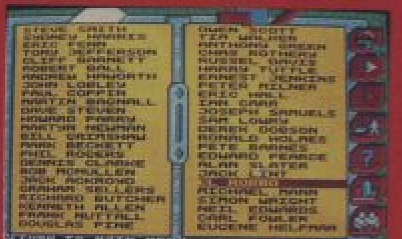
SQUASH - THE RULES

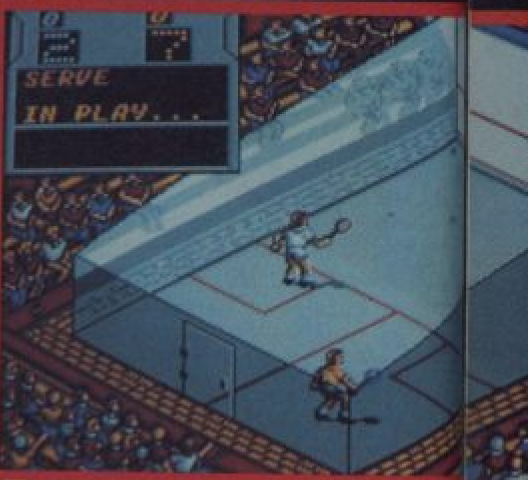
The rules of squash are reasonably simple - the court is rectangular, with the back half divided into two areas. In this half are the two service boxes, where each player stands whilst serving the ball. The wall at the front is marked with a horizontal line (known as the "cut"), with another line just above the floor (the "board"), and below this is the "tin".

When the ball is served, the ball must bounce off the wall, above the cut, before landing in the opponent's half of the court. The ball can bounce any number of times off any walls before or after hitting the end wall. But it can only bounce once on the floor before being returned.

A rally is won if the ball bounces more than once on the floor before your opponent can return it, or if they fail to hit the end wall in the required area. Service is awarded to the rally winner, or if they're serving already, they get a point. The first one to 9 points wins. Easy, eh?







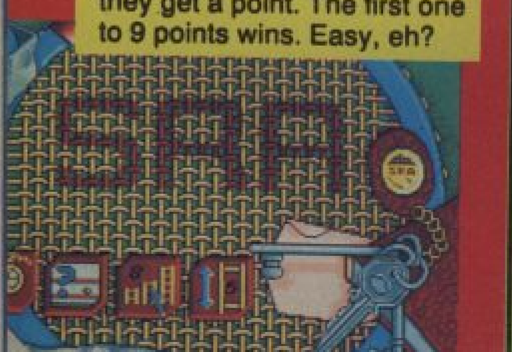
▼ Someone looks happy.



Having played squash a few times (don't laugh!), I can tell you that there's one word to describe the sport - knackering! Anyway, Jahangir Khan's Squash is certainly an accurate simulation of the sport - you have to wrench the stick like crazy in order to get to the ball. In fact, the first few games may be quite off-putting, due to the amount of effort required just to hit the ball, but practice makes perfect, and with a few games under your belt, you'll soon be getting into the swing of things. The match itself is extremely competitive, and exciting in one or two player modes. The number of options available is very impressive, making it a game you can come back to for quite a while. If you're a fan of the sport, or just after something a little different, then you'd be well advised to have a peek.

ROBERT SWAN







I've never actually played Squash, but after playing this game it's hardly surprising that it's an after-hours favourite of hard-dealing businessmen. It's extremely competitive and the speed of the game makes each match a frenzy of action. The control system takes some time to get used to, and I spent an inept few games running after the ball and swiping at it when I was in the wrong place. However, I quickly learned the skill of hitting the ball so that it bounces around, but never actually straight at, the opponent. As usual, playing against another person is preferable to the computer opponents, but having said that, the computer's players are pretty good and even though they vary in skill (they're modeled on professional players) even the weakest can give the novice a run for his money. An unusual but well-executed sports game.

PAUL GLANCEY



◀ *Here's the main selection screen. Nice, isn't it?*

That's a nice shirt. ▼



▲ *A nice collection of trophies.*

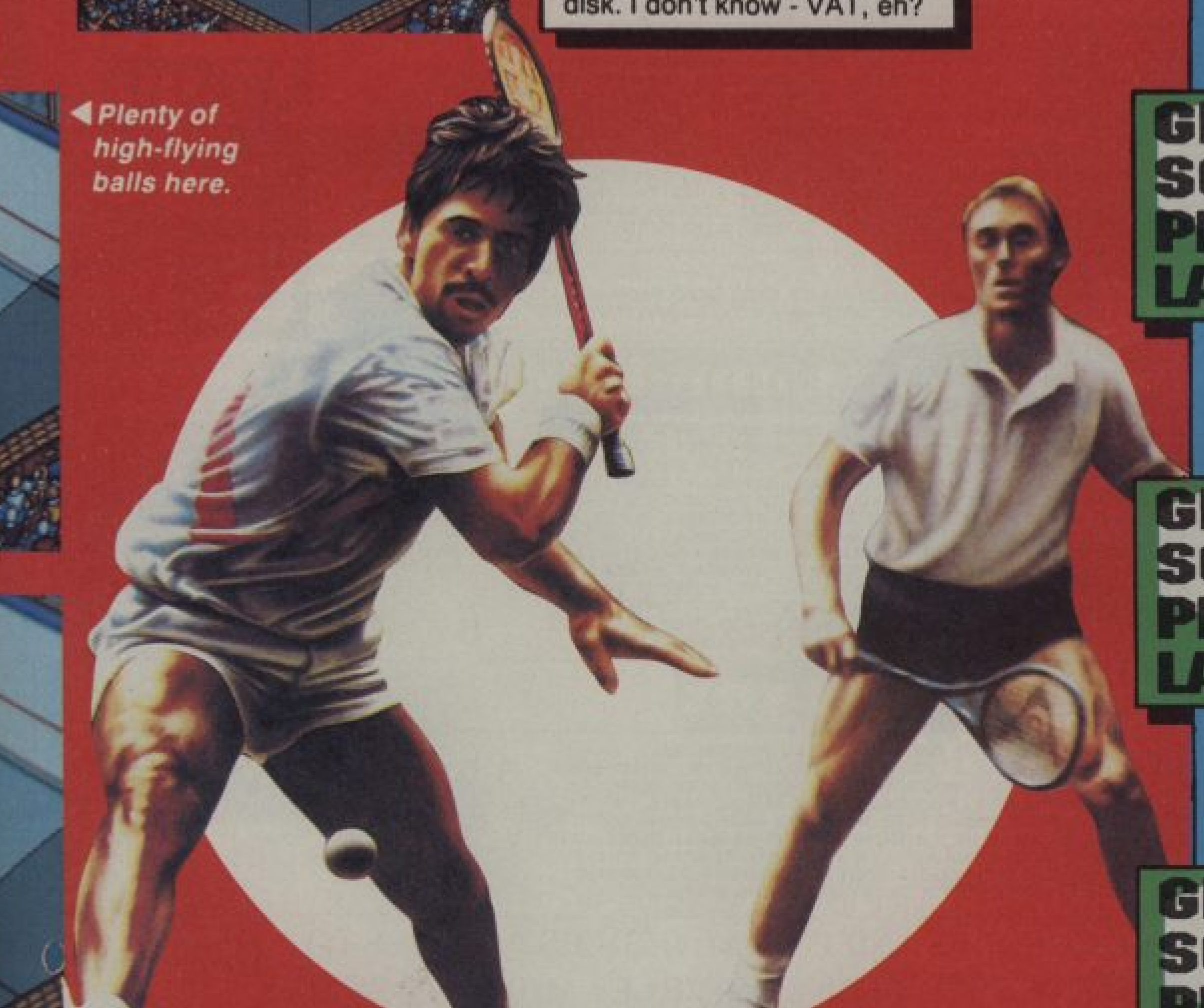




UPDATE

Jahangir should be causing a racquet (urgh!) on the C64 real soon now, for the rather oddball prices of £11.23 on cassette, and £15.31 on disk. I don't know - VAT, eh?

◀ *Plenty of high-flying balls here.*



ST

GRAPHICS	85
SOUNDS	83
PLAYABILITY	88
LASTABILITY	86
OVERALL	**87**

AMIGA

GRAPHICS	86
SOUNDS	85
PLAYABILITY	88
LASTABILITY	86
OVERALL	**86**

AMSTRAD

GRAPHICS	84
SOUNDS	80
PLAYABILITY	87
LASTABILITY	86
OVERALL	**85**

SPECTRUM

GRAPHICS	84
SOUNDS	80
PLAYABILITY	87
LASTABILITY	86
OVERALL	**85**



With Mr Jaz so busy on Mean Machines, your quiff-toting chum, Richard Leadbetter is now "The Main Man" when it comes to tips, maps and all that stuff. So send all your cheat-type gear in to him at CHEAT MODE, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Top tipster and mapster of the month both receive £100 for their efforts so hurry up and start licking envelopes. This month, Richard Pascoe and Paul Sargent share £100 for their fab Lemmings info.



ALL FORMATS

SWIV

This Storm blaster scored a massive 93% when we reviewed it a couple of months ago. Here's the cheat for the ST and Amiga versions courtesy of Binu Mohan from Chippenham. Just pause the game whilst it's playing. ST owners should type NCC-1701 (don't forget the dash) and press return. Amiga owners should type NCC 1701 (with a space instead of the dash) and press return. The border should flash to signify that the cheat has been installed. Unpause the game and infinite lives are yours for the taking!



BRAT

Hobbit from Forgotmyaddress-on-Sea has sent in the complete list of level passwords for this interesting game. Cor! Talk about quick-off-the-mark! So off we go.

1. BISHIGMO	5. NOKITAGO	9. MOKITEMO
2. MIHEMOTO	6. ITSANONO	10. ZUMOHATO
3. SASUTOZO	7. MOZIMATO	11. CHANASTU
4. SUMATZEE	8. HOZITOMO	12. NAGAITSU

SPECTRUM

COMBAT ZONE

I noticed a severe lack of Speccy tips in the bulging Cheat Mode sack, so get poking, you lot! To "get the ball rolling", Oliver Hennessey sent in a vast list of tips. For Combat Zone, simply press all the keys on your Speccy down. Various messages will appear to let you know that the cheat's been installed. You then have 256 lives and infinite hyper-bombs.

YOGI BEAR AND FRIENDS

Oliver Hennessey again, this time with a low-down cheat for this Hi-Tec effort. Hold down the keys Q, W, A, S, D, F, and G on the title screen. The border will turn white, and when you start the game you'll find that you're completely invincible. Is that good, or what?

SKATIN' USA

Try this cheat for Skatin' USA if you fancy going straight to the fourth level! When the game has loaded select the Typecode

option and type in THISBOYCANWAIT (with no spaces). A bucketful of thanks go to Oliver Hennessey for that cheatette.

AMSTRAD

SHADOW WARRIORS
This beat 'em up is a particular favourite with you Amstrad gamesters. But it's a bit on the tough side, so use this tip to skip a level. When you reach the end-of-level guardian, let him kill you. When the game asks you to rewind the tape, just press down play and the next level is loaded in for your delectation! Sam Rickus from Birmingham sent that one in.

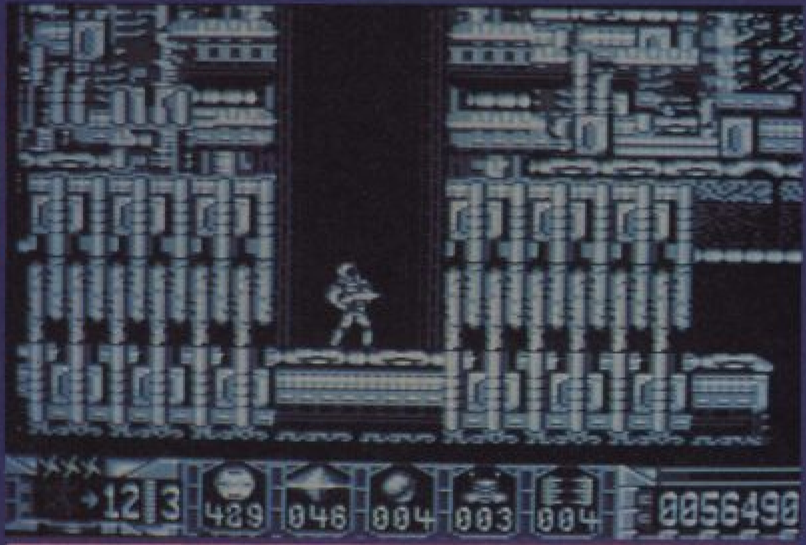
MR HELI
More Dean McCartney tomfoolery with a couple of codes for this Firebird conversion.
LEVEL TWO:
CACGFAAAAUAEDIADCKCY
LEVEL THREE:
DECIHAFAAUAIGAADCDBR

MIDNIGHT RESISTANCE
On the title screen hold down R, G, and N for infinite lives. But that isn't the end of this cheating malarkey. If you press down CONTROL whilst facing up to the end-of-level baddies, they'll instantly self-destruct! Yikes! Stuart Dyson was the face on the case there.



ESWAT
Choose one player mode, and just before you die press space. This summons player two to the playing area and once player one has vanished you can continue your law-enforcing antics. You can continue doing this for all of your eight credits. Stuart Dyson came up with that one.

TURRICAN
Pause the game and press down V, O and N to give you 99 lives. The ESC key can also be depressed to move you onto the next level. Yet more thankful noises go in Stuart Dyson's general direction.



DELIVERANCE
Stuart Dyson strikes back with this cheat that makes our hero totally invulnerable. On the picture title screen type in ILIKE. But make sure you hurry to catch the picture before it disappears.

C64

ROBOCOP 2
Lee Barlow of Liverpool is a clever chap as he's located all of the secret Nuke stores and other bonus loveliness in this cartridge-based C64 game. So, to coin a phrase, "check this out".
LEVEL ONE: Walk over to the third manhole and pull down (the slight pixel difference here gives the secret entrance away).
LEVEL TWO: There isn't a secret Nuke store here, according to Lee.
LEVEL THREE: Thrust up to the top of the screen between the first two electric forcefields.
LEVEL FOUR: Fall down off the very last ledge and land on the Nuke capsule. Now simply pull down and all is revealed.
LEVEL FIVE: At the very start of the level walk to the far left and pull down. There you regain Alex Murphy's memory in a sub-game. Pull this off and you're given four bonus lives and a million points. Cool eh?



CHIP'S CHALLENGE
Yet more Lee Barlow tips - this time for US Gold's perplexing puzzler. Lee sent in the codes for the first 25 levels, but I haven't got room to print them all. Here's some edited highlights.

LEVEL 5: TQKB
LEVEL 9: KCRE
LEVEL 10: UVWS
LEVEL 15: COZQ
LEVEL 19: MRHW
LEVEL 20: KGFP
LEVEL 25: PQGV





SUPER CARS
To get to level two, use the name HARVEY. If level three is your required destination, then use the name ELLA. Yet more Paul Gregory malarkey there.

SUMMER CAMP
Paul Gregory from Wesham also came up with this tip for infinite Maximus Mice in this jolly C64 romp. Simply get a high score and enter the name CALAMITY. Infinite lives are now yours.



RICK DANGEROUS
Type JE VEUX VIVRE on the title screen in order to make Mr Dangerous rather more dangerous than usual. You've got Richard Haseler, amongst others to thank for that tip.

MYTH
If you're a bit stuck on the Norse Legends onwards in this terrific System 3 game press A and ? together for full weaponry. Good eh?

TEENAGE MUTANT HERO TURTLES
Paul Gregory from Wesham sent in loadsa tips for the trusty C64, including this one. Whilst playing the game type in PABLO, but hold down the CTRL key when pressing P.

AMIGA

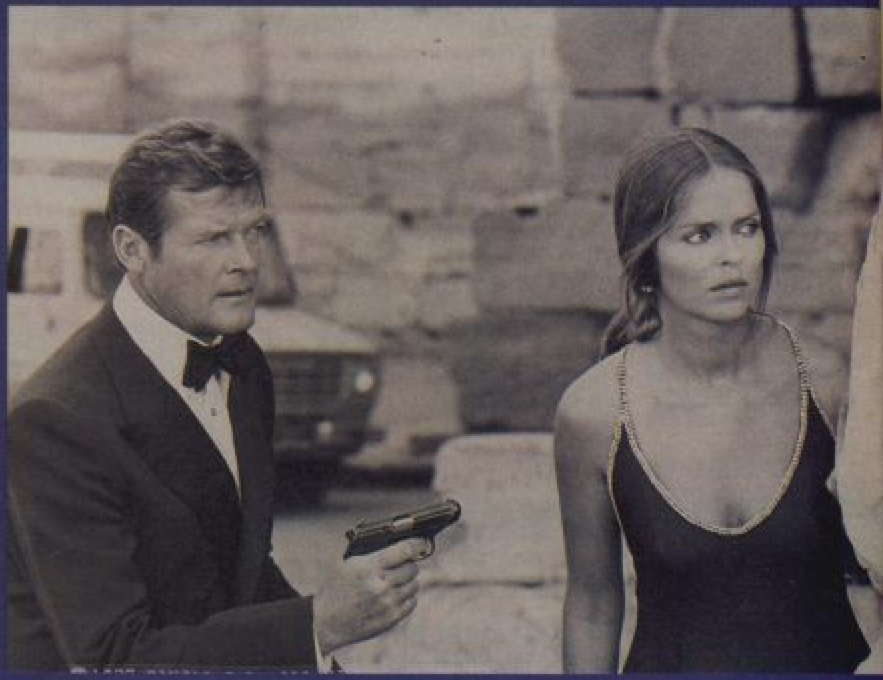
Z-OUT
Here's an interesting little tipette from Matthew Leaver of Cleethorpes. During the game, simply press J and K down together for unlimited energy. But that's not all.

Pressing J along with a number from 1 to 6 on the keyboard enables you to choose which level you want to start from.

NITRO
Matthew Nixon came up trumps with the cheat for this Psygnosis race game. Just enter your name as MAJ and you'll start the game with a vast stash of fuel and a fair few shekels in the bank to boot.

THE SPY WHO LOVED ME
Tons of you have sent in this cheat to make your 007 antics a lot easier. During the game type in MISS MONEYPENNY (with the space) to increase Bond's longevity. Also use of the F10 key allows our bed-hopping hero to skip levels.





WINGS OF FURY
If it's your express purpose to cheat on this little number, simply type in COLIN WAS HERE whilst playing. Pressing P gives you an extra 'plane and M gives you infinite ammo for each weapon. Ahsan Aziz from Denmark sent that one over the North Sea to our sun-drenched British shores.

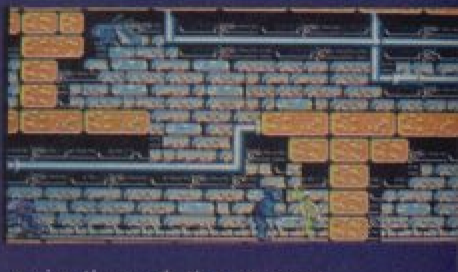
TREASURE ISLAND DIZZY
Jonathon Ward from Worksop saw fit to send in this (sort of) cheat. On the title screen, just type in ICANFLY (no spaces) and lo-and-behold! Dizzy now has the ability to fly wherever he wants to go. Sounds pretty cool, huh? Well, maybe not.

PC

BUDOKAN
Here's a little bonus for players of this superb PC beat 'em up. Walk to the bottom right of the Dojo screen (where you choose your events) and press B. You'll now be whisked off to a Breakout/Arkanoid bonus game! Thanks to Matthew and Dominic Birch.

KING OF THE BEACH
Here's some codes for this Electronic Arts game courtesy of Matthew and Dominic Birch.
LEVEL ONE: SIDEOUT
LEVEL TWO: GEKKO
LEVEL THREE: TOPFLITE

TEENAGE MUTANT HERO TURTLES
Hold down the keys A, S, D, F, and G when you are in the streets and you acquire the strange ability to walk all over the houses and rivers. On the water level you can also swim through the stones! Good eh? Thanks to Peter Farrar from County Durham.



Richard Pascoe and Paul Sargent from Colchester (where I do a lot of my shopping) win my special tips prize of £100.00 for this large amount of LEMMING AID (their joke, not mine). If you reckon you can come up with anything worthy of £100.00, send it in. You might be lucky. So, erm... let's get on with it.

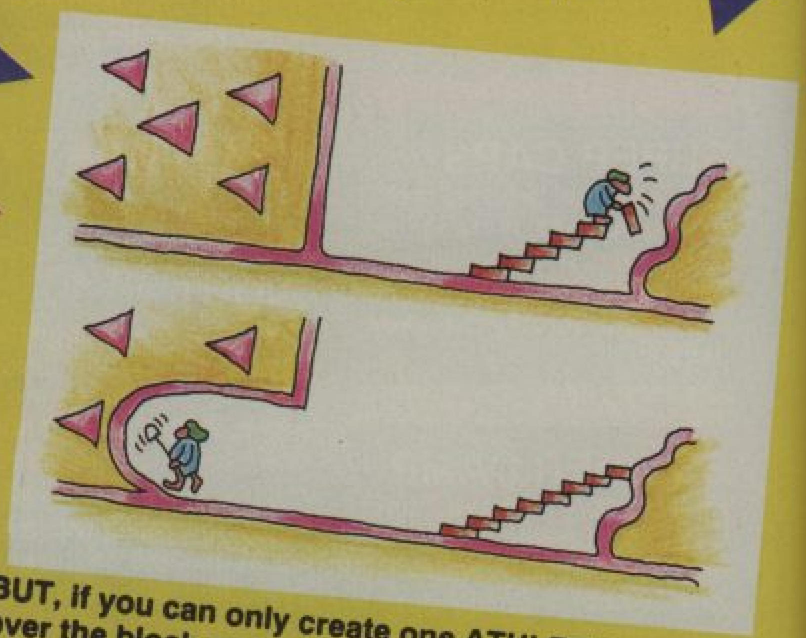
LEM

PAWS FOR THOUGHT

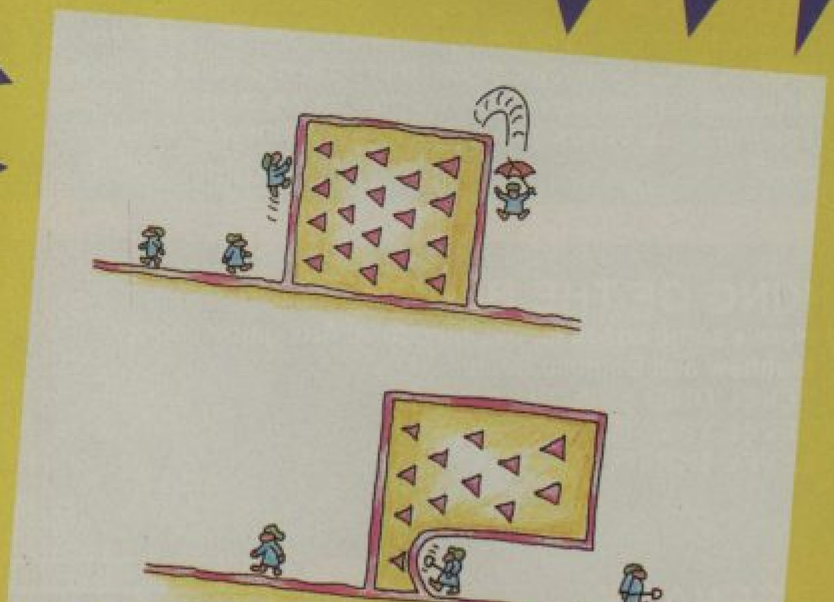
The pause key is your best ally in Lemmings (make sure you use the P key and not the PAWS icon). You can still select icons and reposition your cursor on any Lemming that may be in trouble. Unpause and you're away!

CLIMBING AND FLOATING

For CLIMBERS and FLOATERS click as far in advance as possible, because when they're moving or falling they're a tad hard to select. As you will no doubt know from the manual, CLIMBERS and FLOATERS cannot be changed, unless one Lemming owns both of these attributes. He's an ATHLETE. These guys are "rock hard".

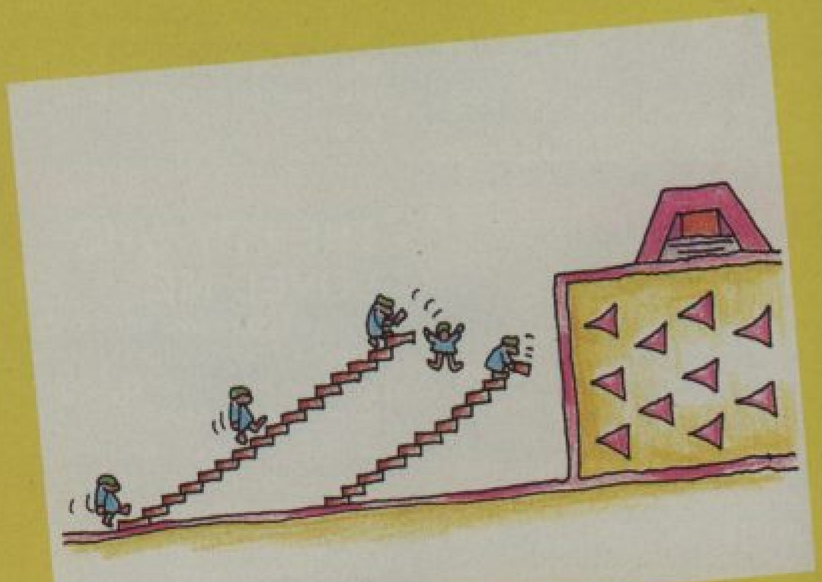


BUT, if you can only create one ATHLETE send him over the block and make him build into any stationary item. When he hits the object, he'll turn around and dig through. If it looks like he'll hit the exit make him build over it - his time for freedom will come (maybe)!



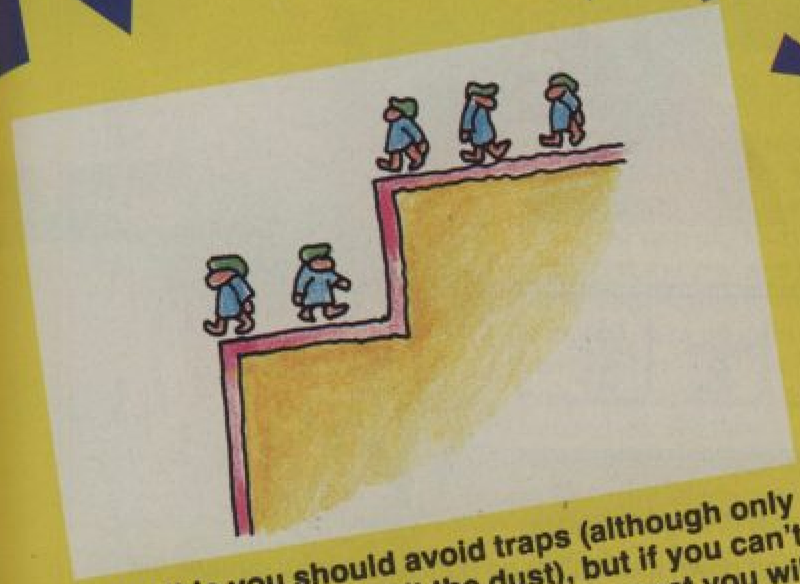
DANGEROUS SITUATIONS

So what do you do when you're at the wrong end of a one-way diggable block? Simply make two ATHLETES. Make the first one a BLOCKER. This'll turn the second one around, and he'll dig through.

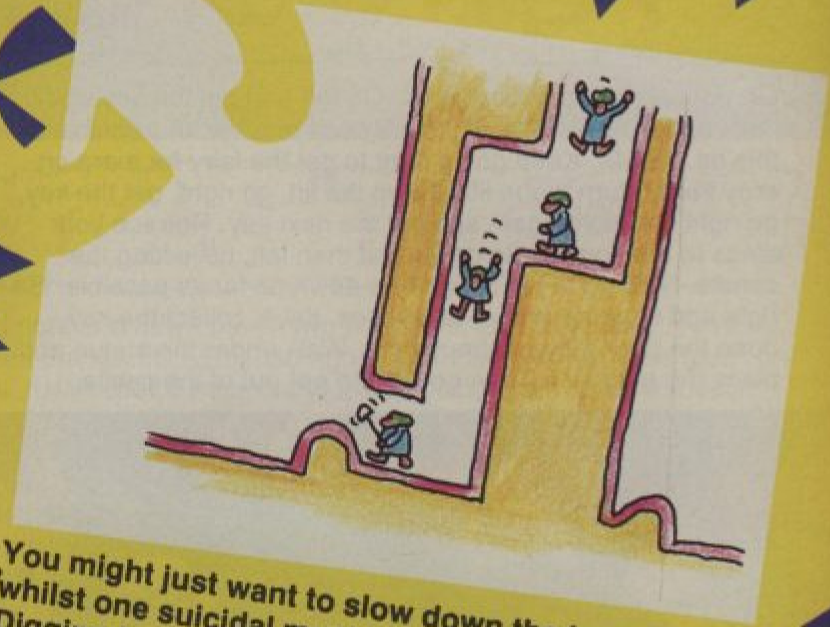


You are building up to the door of freedom and you suddenly hear the cry of anguish. Those Lemmings, bless their hearts, can't fall too far. Simply build another ladder parallel to the first as shown. Easy when you know how!

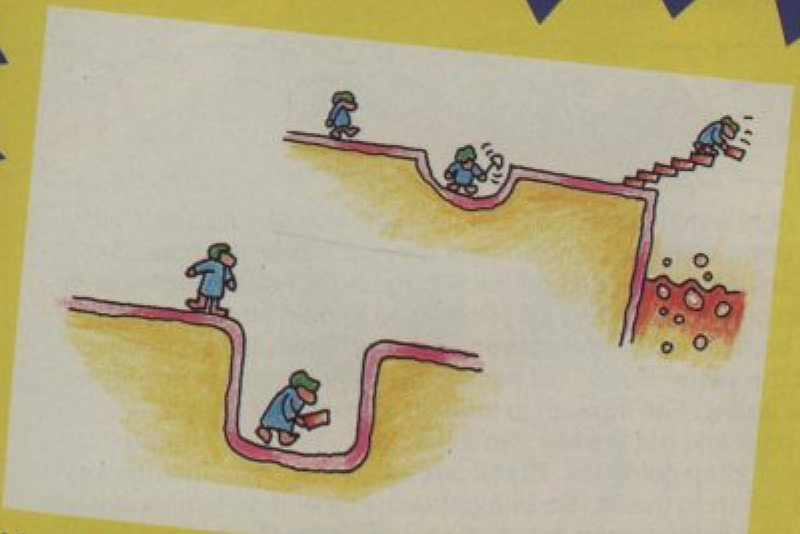
AID



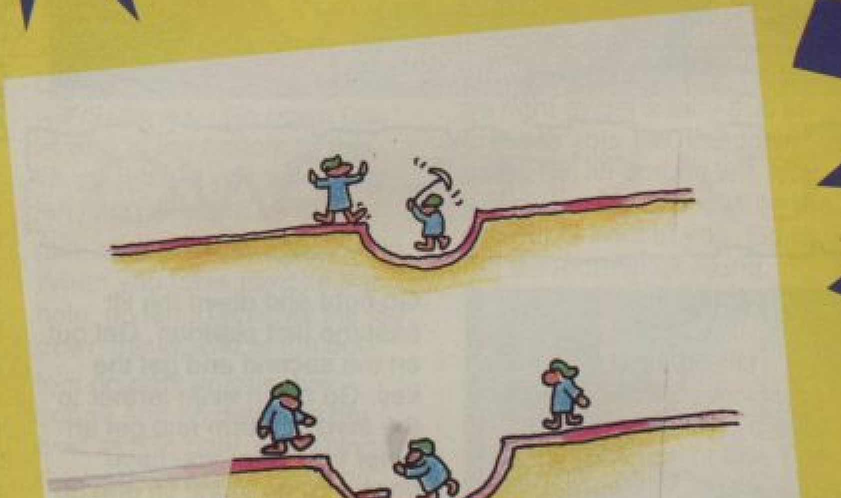
If possible you should avoid traps (although only after one Lemming's bit the dust), but if you can't then here is a tip. The observant amongst you will notice that Lemmings are killed one at a time, so compact them into what looks like only a few Lemmings using a BLOCKER or two and only a few are lost.



You might just want to slow down the Lemmings whilst one suicidal maniac builds the path to safety. Digging in a variety of ways does this. When falling a long way, make sure there's a step for the Lemming to land on. This way the poor little blighters won't fall too far.



All your Lemmings are walking forwards towards a quick dip in the lava - but you haven't got a BLOCKER! Argghh! One could build over it, but it's not quick enough and the other perish! To solve this problem, get one to build and another to dig (and when deep enough, build). This makes a pit that will save your Lemmings!



Finally, if you need to get past a BLOCKER then you can build over him or blow him up. Another method (especially if you need 100%) is to dig away from under him. This makes him a WALKER again. Good eh?

LEGEND OF ZELDA II
THE ADVENTURE OF LINK
HOW TO SOLVE THE CASTLES

Following on from last month's exhaustive players guide, here's yet more of Danny Stevens' work. This time he'll be explaining how to complete each of the seven castles.

CASTLE ONE

Go right and then down the lift. Go left and get the key and walk right past the first lift. You'll pass another lift (remember this as LIFT 2). Keep going right to get the fairy for extra energy then return to the lift. Go up the lift, go right, get the key, go right and right again and get the next key. Retrace your steps to the first lift. Go down and then left, collecting the candle. Now go to LIFT 2 and go down as far as possible. Go right and fight the end-of-level boss. Kill it, collect the key, open the door then continue right. Walk under the statue and place the gem in it. Then go right to get out of the castle.



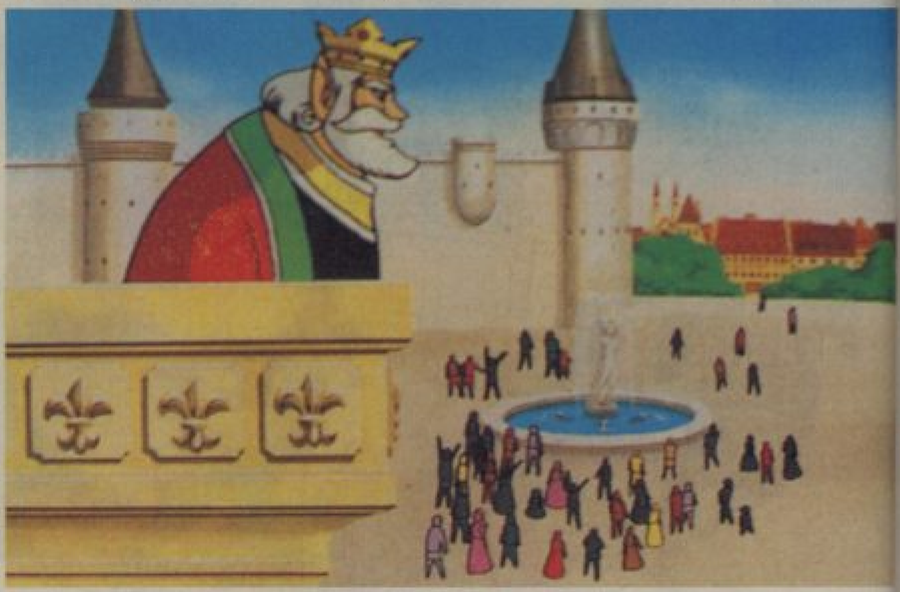
CASTLE TWO



Go right and down the lift past the first platform. Get out on the second and get the key. Go down even further to the third platform and get another key. After you have done that go to the lift and up to the first platform. Go left and get the key and go down one platform with the next lift you see to the left. Go left again and open the door with the key. Go left, dodge the bricks, open the door and get the glove. This smashes the fallen bricks. Go back to the lift and go down, then go right - smashing bricks on the way. You should come to another lift. Ignore it and go right. Get the key and return to the lift and go down. Go right and open the door and fight the end-of-level boss. Once he's dead, collect the key and open the door. Place the gem in the statue and go right.



CASTLE THREE



Go right and down the lift then go right a long way. Smash the bricks below you to get the key then continue right. Keep going right. Ignore the next lift and continue going right. You will see a key. Take it and return to the lift. Go down. Open the door and walk right. Get the next key and continue right. Open the next door and get the raft. Go back to the left past the lift. Open the next door and continue left. Ignore the next lift and keep going left. Get the key and return to the last lift you saw. Go down, right, and fight the end-of-level boss. Kill it and get the key and continue right to open the door. Go right and put the gem in the statue.

CASTLE FOUR

Go right and down the lift. Go right and you should see a lift. Go down one platform. Go right and jump over the hole. Get the key at the end and go back to the hole. Fall through it and keep pressing right so as you fall you should hit the platform at the bottom right of the screen. Go right. Open the door and collect the Water Boots. Go back to the hole and there is another hole below. Fall through to land on a crumbling bridge.

Go right and get the key. Go left across the bridge. Ignore the lift and keep going left. Break through the bricks to get the key and return to the lift. Go straight to the lift and go left. Ignore the next lift and open the next door you see. Continue going left. Use the JUMP spell to jump up and smash the bricks to get the key. Keep going left and open the door.

Ignore the lift you see and keep going left. Smash the bricks and get the key. Go back to the lift. Go down and right and collect the key. Come back and go all the way left. Open the door and continue left across the bridge. Go down the next lift and at the bottom open the door to the right. Kill the end-of-level boss and get the key. Open the door and place the gem in statue.

CASTLE FIVE

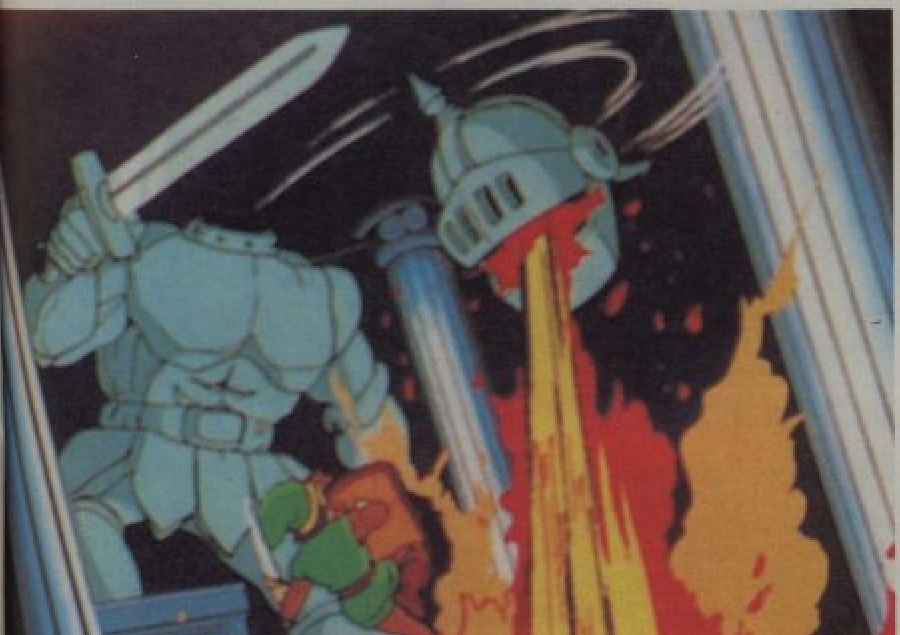


Go right and down the lift. Go right and use the FAIRY spell to get on the high platform. You'll see a key on the platform. Just keep going right and off the screen. Come back into the screen as a human - this means you can collect the key. Now continue right. Cross the bridge and open the door. Keep going right. Go down the lift and go left. You'll see some falling bricks and above them a small platform with a key on it. Wait for the bricks to fall and climb on them to get the key. Continue left then down the lift and left again. You should come to another lift. Go down one platform and go right. Get the key and go right. You'll come to a dead-end wall. Just go right - it's an invisible pathway! Go right, ignore the first lift, and take the second up. Go left.
Now, take the key and go back to the lift you saw after going through the wall. Go down it. Go left and open the door to get the MAJIC FLUTE. Go back up the lift and take the second lift up two platforms. Go right, open the door and go right again. Kill the end-of-level guardian. Get the key and put the gem in the statue.



CASTLE SIX

Go right and down the lift two platforms. Open the door (you'll need the MAJIC KEY). Go right, jump the invisible holes (use the JUMP spell if necessary). Keep going right. Open the door. Go right, ignoring the lift. You'll see some statues. Do a high jump past the third statue - it marks a visible hole (use JUMP again). Go right, open the door and collect the cross. Go left, jump the hole and continue left. Get back to the visible hole and fall down it. When you land on the platform, make sure it's the one on the right. Walk right to the firepit (use the FAIRY spell to get across) Go right and kill the guardian. Go right and jump the hole and get the extra life. Go left to the last visible hole and fall down it. Use the FAIRY spell to land on the small platform. Keep going right and fight the end-of-level boss. Kill it go and place the gem in the statue.



CASTLE SEVEN

Go right and the force field will disappear. Go down the lift and at the bottom of the lift, go left. As you are going left jump over the invisible hole after the first pillar. When you have jumped the hole, go left to another lift. Go down the lift and at the bottom go right across the bridge and go down on the next lift. Go right, smashing the bricks that are blocking your way. Go down the next lift and go right. After going right you should come to another lift. At the bottom, go right, smash the bricks and go down using the next lift. After going down the lift, you'll come to the three-way path. Go left, down the lift for an extra life. Come back and go right to get a fairy that increases your life. Go down using the lift and go left. You will see a row of bricks on the ground in front of you. Go to the eleventh brick along. Smash the brick and fall through the hole. Land on solid ground and go right. You'll come to a crumbling bridge. Move fast to avoid the terror of the firepit below. Fall through the chimney-shaped hole in the firepit. Go right and kill the end-of-level monster. Go right and you'll see an old man holding a TRIFORCE. The screen goes dark and you must fight your own shadow. Kill it and everyone lives happily ever after! Hurrah!

NINTENDO

TETRIS

On game type A, just as a block is about to land, hold down SELECT until you've heard the thud as it hits the blocks. Just for that you'll get a gargantuan 10,000 points! On game type B following the same procedure produces the word "SUCCESS!", which means you don't have to get all 25 lines. Mark Woods from Clwyd came up with that.

Ever been in that situation where you need one of those stick-like straight blocks but the game refuses to "give you one" (as the saying goes). Well, D Bedford from Australia says you should pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A. A long stick-like block is now yours for the taking. The problem is, you only get one per level.



GHOST 'N' GOBLINS

Jonathon Carr from Solihull sent in these codes to enable you to start on any level you wish. Hold down RIGHT and push B three times. Then push UP and then press B three times. Push LEFT and push B three times. Finally, push DOWN and press B three times. Now just push START and you're away! Hurrah!

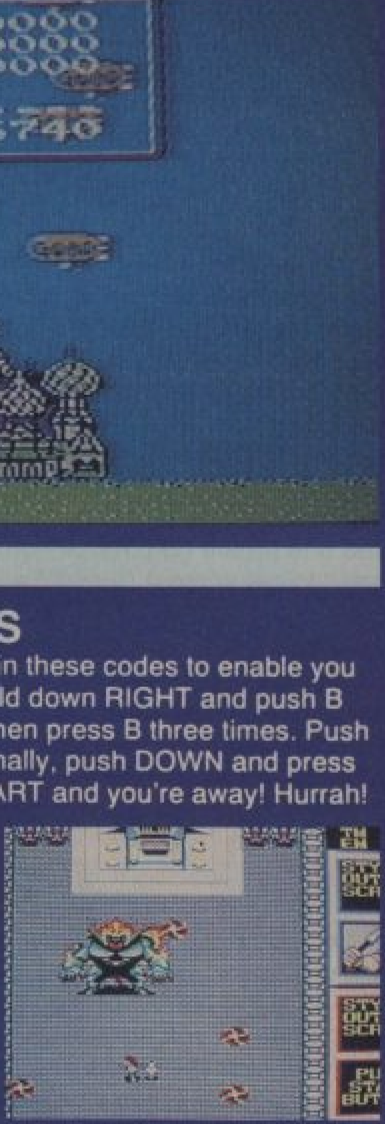
SEGA

LORD OF THE SWORD

If cunning double bluffs are your game take a look at this tip from David Clough of Australia. If a snake, vermin, giant spider, centipede, eyeball or straw fly crosses your path, just run away until the creature is off the screen. Retrace your steps and the creature will have gone!

GAIN GROUND

You have my sympathies if you purchased this rather lacking effort, but Stephen



Worral has come up with this tip to help you out if you're having a problem gaining some ground. First of all, before you even turn the power on, put the cart in and hold down both buttons on your joypad. Turn on your Sega and immediately push up on your pad. The game will appear to start as normal, but then the screen will blank and the Special Mode will be activated. This enables you to select any stage and play the game with infinite lives! Cor!

GOLDEN AXE

Still riding high in the charts - and it's been out nearly a year! Lee Hayes has revealed another in a long line of cheats. When you die, press both fire buttons as if you were using magic, and as if by magic, you can carry on where you left off!



GAME BOY

SUPER MARIO LAND

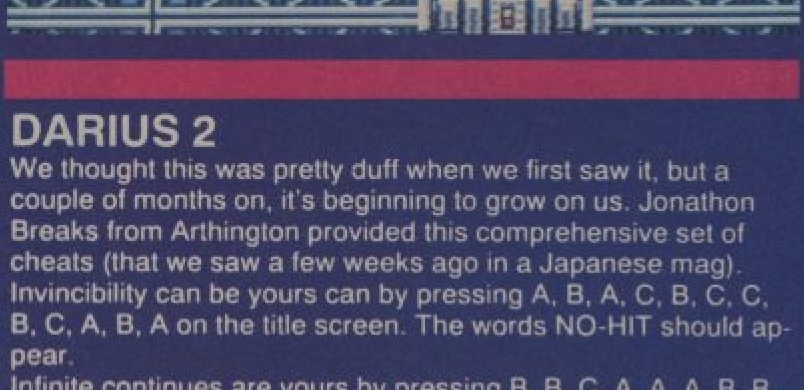
Riaz Pathai from Stevenage sent in three helpful tips for this excellent Gameboy cart. Take it away, Riaz!

1. Before entering a pipe, collect all the coins on the screen. When you come up again all the icons will be replaced!
2. At the end of the Birabuto Kingdom you will meet King Totomesu (Riaz describes him as, and I quote, "a poncey lion that jumps up and down spitting fireballs". Charming eh?). To destroy him, jump over him when he's on the ground and if you have a Superball Mario turn around and fire. If you haven't got Superballs just jump on the lever and blow him up that way.
3. When you reach the end of the Muda kingdom you face up to Dragonzamasu. This is easy. When he is up, destroy the blocks at the bottom right corner of the screen. Once you have done that go up to the lever and touch it. BOOM!!!

MEGADRIVE

ESWAT

On the mission start screen where you see your adversary for the mission hold down A, B, and C and press down on the joypad. This accesses the round select screen where you can select any mission by moving left or right. The only problem is you have to complete the game first! Nice one, Neil Collman from Hemel Hempstead.



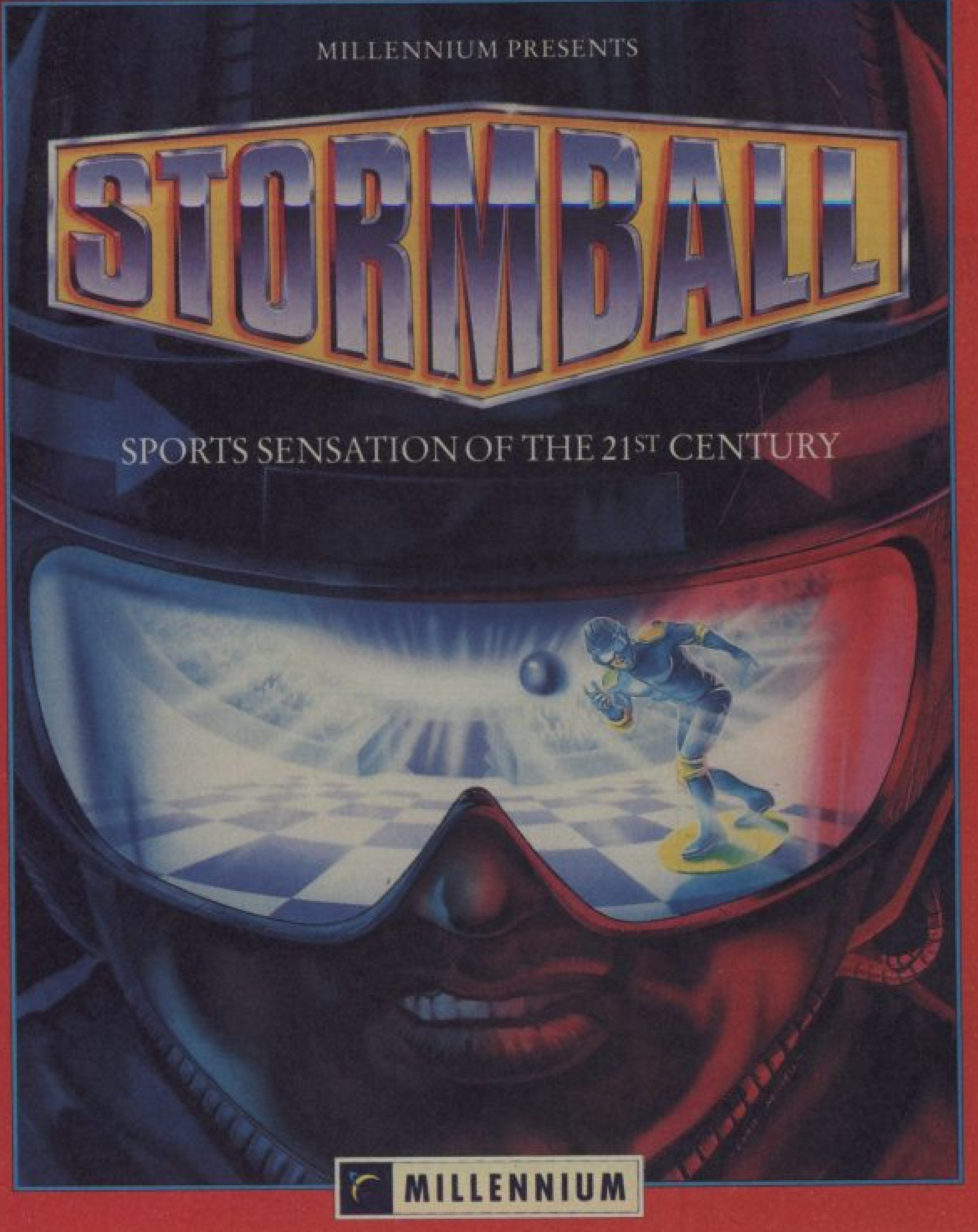
DARIUS 2

We thought this was pretty duff when we first saw it, but a couple of months on, it's beginning to grow on us. Jonathon Breaks from Arthington provided this comprehensive set of cheats (that we saw a few weeks ago in a Japanese mag).

Invincibility can be yours can by pressing A, B, A, C, B, C, C, B, C, A, B, A on the title screen. The words NO-HIT should appear.

Infinite continues are yours by pressing B, B, C, A, A, A, B, B, C, C, C. The words FREE-PLAY should appear.

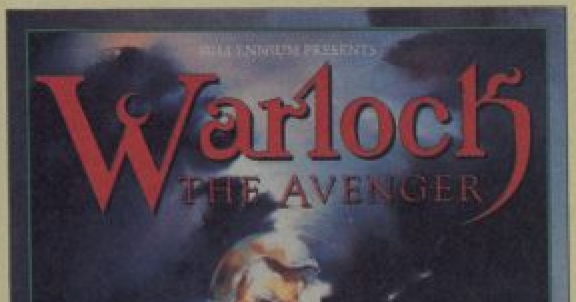
For the SPECIAL MODE (this lets you fight all of the guardians one after the other) press C twelve times!



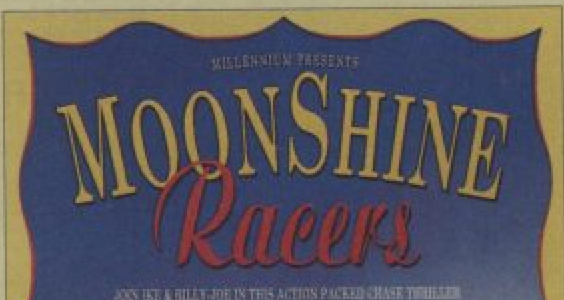
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TOP 20

GALLUP ALL FORMATS

THIS	LAST	GAME	BY	ON
1	-	MAGIC LAND DIZZY	CODE MASTERS	SPECTRUM
2	-	MAGIC LAND DIZZY	CODE MASTERS	C64
3	-	MAGIC LAND DIZZY	CODE MASTERS	AMSTRAD
4	-	DOUBLE DRAGON	MASTERTRONIC	C64
5	11	PAPERBOY	ENCORE	C64
6	-	DOUBLE DRAGON	MASTERTRONIC	SPECTRUM
7	-	CJ'S ELEPHANT ANTICS	CODE MASTERS	C64
8	-	KWIK SNAX	CODE MASTERS	SPECTRUM
9	4	TEENAGE MUTANT HERO TURTLES	IMAGEWORKS	C64
10	-	DOUBLE DRAGON	MASTERTRONIC	AMSTRAD
11	14	QUATTRO ADVENTURE	CODE MASTERS	C64
12	-	AFTERBURNER	HIT SQUAD	C64
13	-	PAPERBOY	ENCORE	SPECTRUM
14	-	CONTINENTAL CIRCUS	MASTERTRONIC	SPECTRUM
15	-	SWIV	STORM	AMIGA
16	-	PANZA KICK BOXING	FUTURA	AMIGA
17	-	QUATTRO FIREPOWER	CODE MASTERS	C64
18	-	OUT RUN	KIXX	C64
19	-	LITTLE PUFF	CODE MASTERS	AMIGA
20	-	REAL GHOSTBUSTERS	HIT SQUAD	C64

The Codies run riot through this month's Gallup CHARTALK chart, leaving behind a jumble of (mostly) budget and full-price titles in their wake. The question is, where the heck are Lemmings and Speedball 2?

This chart copyright of ELSPA.

ATARI ST

1	-	Final Whistle	Anco
2	7	Fantasy World Dizzy	Code Masters
3	-	Little Puff	Code Masters
4	12	F-19 Stealth Fighter	Microprose
5	5	Speedball 2	Imageworks
6	-	Arkanoid 2	Hit Squad
7	13	Fists of Fury 2	Virgin
8	6	Super Scramble Simulator	Kixx
9	19	Last Ninja 2	Hit Squad
10	2	World Class Leaderboard	Kixx
11	-	Yogi and the Greed Monster	Hi-Tec
12	1	Steve Davis World Snooker	CDS
13	8	Fast Food	Code Masters
14	17	Super Grand Prix	Code Masters
15	9	Treasure Island Dizzy	Code Masters
16	-	Turrican 2	Rainbow Arts
17	-	Galdregon's Domain	Players
18	-	Moonwalker	Kixx
19	-	Vigilante	Kixx
20	-	Gauntlet II	Kixx

Anco's brill Kick Off 2 data disk hits the back of the net this month - and well deserved, too! Speedball 2 still hangs in there, but, at long last, those accursed Turtles vanish from sight! Yippee!

ROB'S TIP FOR THE TOP

Being a flippin' good conversion, and excellent VFM at it's new budget price, methinks Gauntlet II may do rather well next month - but keep an eye out for GODS.



▲ The Final Whistle takes the top slot.

AMIGA

1	-	SWIV	Storm
2	-	Panza Kick Boxing	Futura
3	-	Little Puff	Code Masters
4	2	Speedball 2	Imageworks
5	1	Lemmings	Psygnosis
6	6	Fantasy World Dizzy	Code Masters
7	3	Final Whistle	Anco
8	8	Treasure Island Dizzy	Code Masters
9	9	Kick Off 2	Anco
10	-	R-Type	Hit Squad
11	-	CJ'S Elephant Antics	Code Masters
12	-	Double Dragon	Mastertronic
13	5	F-19 Stealth Fighter	Microprose
14	-	A-10 Tank Killer	Sierra/Dynamix
15	-	Yogi and the Greed Monster	HiTec
16	-	Turrican 2	Rainbow Arts
17	-	Moonwalker	Kixx
18	-	Super Hang-On	Hit Squad
19	-	Night Shift	US Gold
20	-	PC Manager	Energize

So long, Lemmings, hello SWIV! This topper blast 'em up certainly deserves its place in the chart, but both Lemmings and Speedball 2'll be hanging in there for a few more month's to come, I'll wager.

ROB'S TIP FOR THE TOP

Oooh, bit of a toughie, this, but using my powers of clairvoyance I reckon that SWIV will still be number one next month - but watch for Turrican 2.

AMSTRAD

1	-	Magic Land Dizzy	Code Masters
2	2	Double Dragon	Mastertronic
3	-	Quattro Firepower	Code Masters
4	1	Cavemania	Atlantis
5	3	Afterburner	Hit Squad
6	8	Teenage Mutant Hero Turtles	Imageworks
7	13	Continental Circus	Mastertronic
8	-	Gary Lineker's Hot Shots	Kixx
9	-	Quattro Adventure	Code Masters
10	-	Dizzy Collection	Code Masters
11	4	The Real Ghostbusters	Hit Squad
12	7	Super Scramble Simulator	Kixx
13	-	F-1 Tornado	Zeppelin
14	6	Operation Wolf	Hit Squad
15	-	Rambo 3	Hit Squad
16	-	Vigilante	Kixx
17	-	Technocop	Kixx
18	9	Defenders of the Earth	Hi-Tec
19	-	Quick Draw McGraw	Hi-Tec
20	-	Total Recall	Ocean

This is getting monotonous - another month of Amstrad charts being dominated by budget stuff! Only the Turtles and Big Arnie make up the full-price quotient - for what it's worth...

ROB'S TIP FOR THE TOP

Guaranteed a budget title will rule the roost next month, so I'm going to plump for...Magic Land Dizzy (and that's no yolk).



▲ The Lemmings drop to number five!

C64

1	-	Magic Land Dizzy	Code Masters
2	-	Double Dragon	Mastertronic
3	[illegible]	[illegible]	[illegible]
4	-	CJ's Elephant Antics	Code Masters
5	3	Teenage Mutant Hero Turtles	Imageworks
6	9	Quattro Adventure	Code Masters
7	16	Afterburner	Hit Squad
8	-	Quattro Firepower	Code Masters
9	1	Out Run	Kixx
10	4	The Real Ghostbusters	Hit Squad
11	-	Gary Lineker's Hot Shots	Kixx
12	11	Operation Wolf	Hit Squad
13	5	Cavemania	Atlantis
14	10	Dizzy Collection	Code Masters
15	-	Kwik Snax	Code Masters
16	-	Big Box	Beau Jolly
17	12	Kenny Dalglish Soccer	Zeppelin
18	6	Rambo 3	Hit Squad
19	2	Super Scramble Simulator	Kixx
20	-	Bigfoot	Code Masters

Jeez, it's Budgetsville, Arizona! Two full price games in the whole C64 chart? You are a bunch of cheapskates, and no mistake! And where's the likes of Creatures or Summer Camp?

ROB'S TIP FOR THE TOP

Well, having seen Lotus Esprit Challenge (check out the Bytesize review this ish), I reckon that's a pretty good bet - that, or Last Ninja III...



The hideous Afterburner hits number seven.

PC ENGINE

1	1	Parasol Stars	Taito
2	2	Dead Moon	NEC
3	4	Jackie Chan	Hudson
4	6	Out Run	NEC
5	9	Violent Soldier	IGS
6	-	TV Sports Football	Victor
7	-	Aldynes	Hudson
8	-	Final Match Tennis	Human
9	-	Motoroader 2	Masiya
10	-	Download II (CD-ROM)	NEC

Bub and Bob hold their grip on the top slot, with Dead Moon staying put and Jackie Chan climbing one - and there's even another CD-ROM game in there (wow!). Thanks to Console Concepts of Stoke for the chart.



Mickey Mouse remains in the chart!

NINTENDO

1	6	MegaMan 2	Capcom
2	-	Duck Tales	Capcom
3	5	World Wrestling	Nintendo
4	-	Tetris	Nintendo
5	-	Super Off Road	Tradewest
6	-	Double Dragon II	Tradewest
7	-	Snake, Rattle and Roll	Nintendo
8	1	Super Mario II	Nintendo
9	-	Faxanadu	Nintendo
10	-	Pinbot	Nintendo

Well, don't say I didn't tell you so! MegaMan smashes into the number one slot, with Mario taking a nosedive down to number eight. However, expect to see Snake, Rattle and Roll moving upwards next month!

MEGADRIVE

1	-	Midnight Resistance	Sega
2	1	Gynoug	Masiya
3	-	Monster Hunter	Sega
4	-	Wrestleball	Kaneko
5	-	PGA Tour Golf	Electronic Arts
6	-	James Pond	Electronic Arts
7	-	Super Airwolf	Sega
8	-	Valis III	Sega
9	3	Mickey Mouse	Sega
10	2	Magical Flying Hat Adventure	Sega

Midnight Resistance blasts from nowhere to the top of the chart, with two new EA titles in at 5 and 6 respectively! However, both Mickey and Magical Hat are on the way down... Thanks, as always, to Console Concepts of Stoke for the chart.



MegaMan 2 [illegible] number one.



◀ *Afterburner's hanging on at number 12!*



Silkworm's doing well on re-release. ▶

SPECTRUM

1	-	Magic Land Dizzy	Code Masters
2	5	Double Dragon	Mastertronic
3	-	Kwik Snax	Code Masters
4	9	Paperboy	Encore
5	-	Continental Circus	Mastertronic
6	12	Kenny Dalglish Football	Zeppelin
7	2	Teenage Mutant Hero Turtles	Imageworks
8	6	Cavemania	Atlantis
9	-	Quattro Adventure	Code Masters
10	8	Dizzy Collection	Code Masters
11	-	Quattro Firepower	Code Masters
12	10	Afterburner	Hit Squad
13	13	Operation Wolf	Hit Squad
14	-	Rastan	Hit Squad
15	-	Gary Lineker's Hot Shots	Kixx
16	-	Silkworm	Mastertronic
17	11	Target Renegade	Hit Squad
18	1	The Real Ghostbusters	Hit Squad
19	17	Out Run	Kixx
20	-	R-Type	Hit Squad

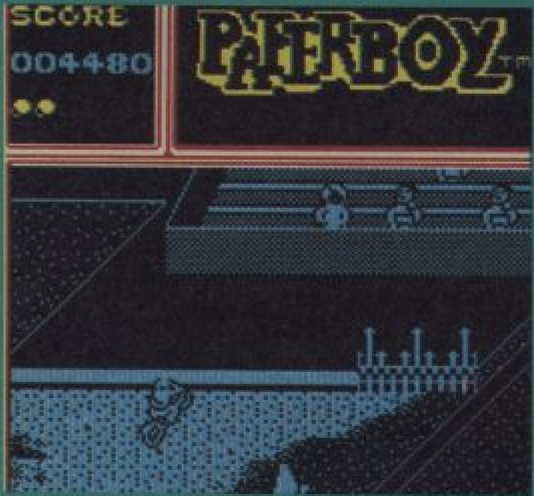
Yet another completely uninspiring chart which makes The Famous Five look like interesting reading. One full price title in a sea of cheapos - don't you lot buy any new stuff?

ROB'S TIP FOR THE TOP

No matter what I predict, it's bound to be a budget game at the top - which one though, I couldn't say, but I'm putting my money on Driller.



▲ *The Hit Squad strike back with Rastan.*



◀ *Paperboy's at number four!*



▲ *Double Dragon laffs at number two.*

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AMIGA BYTESIZE

Biffa Bacon, Buster Gonad and loads of other familiar faces make their way into this month's Bytesize. Our own Rude Kid, Robert Swan takes a look, but is careful not to get too close to Bertie Blunt's parrot...



VIZ

VIRGIN GAMES **£24.99**

It states quite clearly on the box that you'll never play "a bigger load of crap". Well, Viz isn't that bad, but it's not far off it. The graphics and sound are good, but the different events which make up the game are very basic, and the only possible attraction is the snigger-value of the (sometimes filthy) comments from Roger Mellie, et al. If you're old enough to buy the game, you'd get more laughs by spending the £25 on a subscription to the comic and a couple of pairs of boxer shorts instead.

OVERALL 59%





INTERNATIONAL ICE HOCKEY

IMPULZE **£24.99**

Keep on pucking with this not-too-bad-actually Ice Hockey game, featuring single and dual player modes, pretty decent graphics, and lots of sampled speech. The only real problem is the finicky control method which does take a heck of a lot of getting used to. Fans of the sport, check it out why don't you?

OVERALL 77%

MONSTER PACK 1

PSYGNOSIS **£20.99**

This pack-o'-three contains **Nitro** (good), **Infestation** (not quite so good), and the infamous **Shadow of the Beast** (which is pretty but boring). The games aren't exactly outstanding, but for less than £25 this compilation is well worth a look if you haven't got the titles already.

OVERALL 79%



SKULL AND CROSSBONES

DOMARK/TENGEN **£24.99**

The Amiga conversion of Atari's buccaneering coin-op is no better than the ST one. But then the arcade game was no classic so this further demonstrates that you can't make a silk purse out of a sow's ear. Pirate-lovers may see the attraction, but others would probably prefer to feed it to the sharks.

OVERALL 57%



THE FAMOUS FIVE

ENIGMA VARIATIONS **£24.99**

Enid Blyton's foursome of annoying brats and their dog aren't really the most inspiring characters to turn into a computer game. However, if you're very generous and have a little brother or sister or something who is actually into "The Five", this type-in graphic adventure might make a good birthday present.

OVERALL 70%

...NEWS FLASH...

...By the time you read this **Domark**'s strategy epic, **'Nam** should be out and about. In it your task as either a combat soldier or President of the United States is to change history by winning both the war and the favour of the American people...

...**Wing Commander**, the spectacular space combat sim from **Origin**, is in the process of being converted to the Amiga for release some time later this year. The PC version was only worth playing on machines twice as fast and with twice as much memory as the Amiga, so we can only ponder on the potential of the conversion. What will they have to cut out? Or are the Origin programmers such a talented bunch that they can cram the whole game in? As soon as we know, you will too...

BYTESIZE ATARI ST

Toilet humour, coin-op clones and conversions, futuristic action, the Vietnam War - Robert Swan takes a look at the latest Bytesized bundle to hit the ST, and wonders where it'll all end - stuck in the U-bend, perhaps?

VIZ
VIRGIN GAMES £19.99

Almost identical to the Amiga version, ST Viz is okay in the audio-visual departments, but a bit yawnsome as far as gameplay is concerned. Diehard Viz fans might love it, but as with the other versions, this isn't half as entertaining as a copy of the mag of the same name.

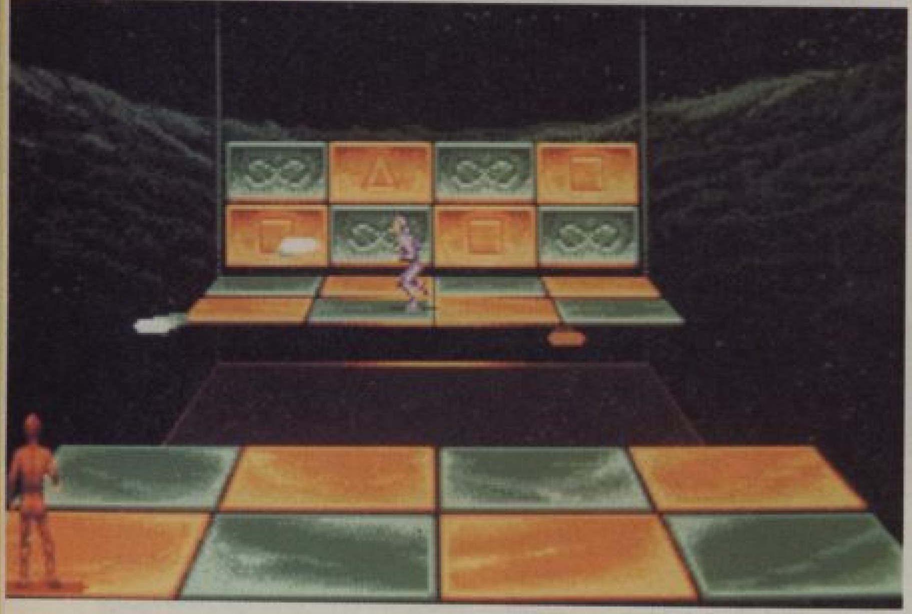
OVERALL 59%



DISC
LORICIEL £19.99

Hands up, all that remember the old Discs of Tron coin-op? Well, Disc is practically identical to it in most respects - simply try to destroy your enemy by hitting him with a disc! Anyone yearning for nostalgia will enjoy this but, alas, not for long.

OVERALL 74%



SKULL AND CROSSBONES
DOMARK/TENGEN £19.99

The totally abysmal STUN Runner conversions blotted Domark's Tengen copybook, and this one doesn't clear up the mess - poorly animated sprites, awful sound, and little or no gameplay whatsoever. Leave it alone, unless you're mad.

OVERALL 57%



MASTERBLAZER
RAINBOW ARTS £19.99

The Amiga version got a very healthy 89% back in issue 110, and I'm happy to say that the ST version is just as colourful (well, almost), playable and addictive. Gamers with a taste for hard 'n' fast action would be well-advised to add this to their collection.

OVERALL 89%





'NAM - 1965-1975
DOMARK £29.99

Out of all the Vietnam games ever made, this has to be the most complex of all. With detailed maps and a massive number of tactical options, and the option to become two of America's presidents (not at the same time, mind), this is a must for all lovers of military strategy - even if it is a trifle expensive.

OVERALL 90%

...NEWS FLASH...

Coming soon to an ST near you, courtesy of **Entertainment International - Volfied**, a conversion of a little-known **Taito** coin-op, which involves flying around a screen full of aliens, covering up parts of the screen as you go, *a la* **Qix**. The **PC Engine** and **Megadrive** versions were a hoot, so the ST game should be a real doozy...

Core Design are busy beavering away at the moment on their first flight sim, **AH-73M Thunderhawk**, based upon a fictitious combat chopper. Also on the boards is **Warzone**, a two-player blast in the **Commando** mould...

Psygnosis are about to unleash the ST version of their graphically stunning **Awesome**. Apart from a small loss of speed, and the obligatory colour and sound differences, ST Awesome should be just as smart as the Amiga version..

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CBM 64

BYTESIZE

Initially reviewed on the Amiga (back in issue 108), one of the best racers in recent years finally surfaces on the C64 in this month's Bytesize. Robert Swan takes Lotus Esprit Challenge - amongst others - out for a test drive...

LOTUS ESPRIT TURBO CHALLENGE

GREMLIN **£10.99**

Favourably reviewed on both Amiga and ST, the C64 version retains practically all of the 16 bit game's presentation and addictive qualities, and considering the C64's capabilities, most of the visual panache of its older brothers. An excellent racer, and one well worth adding to any gamester's collection.

OVERALL 89%

VIZ

VIRGIN GAMES **£10.99**

The **Viz** gang also turn up on the C64, and in comparison to the 16 bit versions reviewed elsewhere, this tepid "race" is about as entertaining as having your face rearranged by Biffa Bacon, and for the price, you'd do better off subscribing to the mag! (as long as you're over 18 of course - Law-abiding Ed)

OVERALL 66%

SKULL AND CROSSBONES

DOMARK/TENGEN £10.99

Bleeurgh! I thought the 16 bit versions were bad enough, until I saw this! Blocky sprites wobble and jerk their way through numerous dull backdrops, and the sound is enough to have you reaching for the knob in seconds. A complete travesty, and a game that would have Errol Flynn turning in his grave. Avoid!

OVERALL 32%





...NEWS FLASH...

...Not much in the way of C64 or Spectrum news this month... except to say that Novagen's classic 3D arcade adventure is now out on both machines at a budget price of £2.99! Bargain of the month, definitely, and if you missed it first time around, make sure you get hold of it now!!

SPECTRUM

It's time to take a visit to Compilation City this month, with two packages from Domark - but there's also a conversion of one of Gremlin's recent racing hits, too! Robert Swan moseys on down to Speccyland to have a look...

THE WINNING TEAM

DOMARK/TENGEN £14.99

A compilation of five of the first releases on the Tengen label - the okay Vindicators and APB, the excellent Escape from the Planet of the Robot Monsters and Cyberball, and the totally brilliant Klax. For the asking price, this set is tops in the VFM tables, and if you haven't got any of these as yet, you couldn't do better to rush down to your local softshop right now and part with the shekels!

OVERALL 90%



TV SHOWTIME

DOMARK/TV GAMES **£14.99**

Another compilation, this features Bob's Full House, Blockbusters, Every Second Counts, The Krypton Factor and Bullseye. None of these were received with any great deal of enthusiasm when first released, but this is okay value for trivia freaks who enjoy answering lots of silly questions. Quiz show buffs, check it out.

OVERALL 83%

TOYOTA CELICA GT RALLY

GREMLIN **£10.99**

Compared to the Amiga version (which received a healthy 87% back in issue 110), the Spectrum version is a tad disappointing. The graphics are a bit jerky, which makes life difficult as you can't really see what's in front in time to avoid hitting it. Take a look, but don't expect too much.

OVERALL 76%

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BY US GOLD



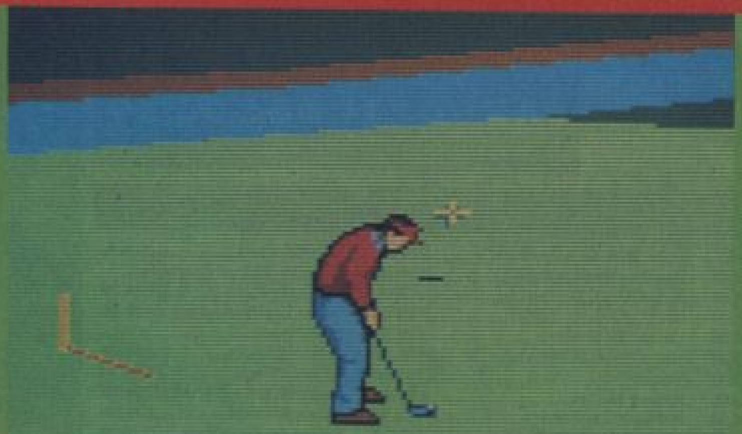
If you like a bit of golfing action but don't fancy all the exertion of walking around a massive 18-hole course, then this Sega version of the classic World Class Leaderboard could well be the one for you.

The aim of the game is remarkably simple. Just drive the little white ball down the fairway, and use your skill and judgement to putt the ball into the hole at the centre of the green. Up to four players can take part, and the winner is the person who takes the least shots to put the ball in the "cup". Each hole has a par limit and this is the recommended number of shots needed. Beat this limit and you're obviously pretty hot (or lucky).

All of the golfing rules and action have been incorporated into this Sega cart, and there are four massive courses to test your skills against. Expect glory everlasting should you succeed. On the other hand, your Sega has been programmed with loads of intimidating sampled speech should you make a complete pig's ear of it.

FORE-PLAY

If you're a bit wet behind the ears when it comes to teeing off, and putting the little white ball into the hole, then your best bet is to use the practice options. If whacking the ball a great distance is a bit of a problem for you, the driving range should be your first port-of-call. Should you be a bit of a duffer with the old putter, the putting green is the place to be. Attacking the hole from various angles enables golfers to build up an understanding of how a sloping green affects your shot.





Golfamania was quite a nice golf game for the Master System, but it's nothing compared to World Class Leaderboard! The game oozes quality from the word go with nice presentation screens, and a fair few options. The game proper is better still with excellent animation, very detailed backdrops and some of the best sound on the Sega. The spot effects have been sampled, and Tiertex (the programmers) have even added in some sampled speech (prompted only by your golfing ineptitude!). A fierce competitive spirit is induced when you invite a few more players to share a round and the four courses offer more than enough in the way of lastability. If you're on the lookout for the best Sega golf game, look no further. World Class Leaderboard is it.

RICHARD LEADBETTER

SKILLFUL COURSES

Four 18-hole courses are included in this cart. Three of them are based on courses located around the globe. The fourth is The Gauntlet - a course specially designed by the Access programmers, and criminy, it's tough.

ST ANDREWS: Take a trip to Scotland and have a few rounds on one of the world's most famous courses. This is probably the easiest course in the game, with little in the way of trees or lakes to get in the way.

DORAL: Doral is a potentially terrifying course, with loads of trees and large bunkers hampering your progress. It's a good thing the par limits are pretty easy to beat.

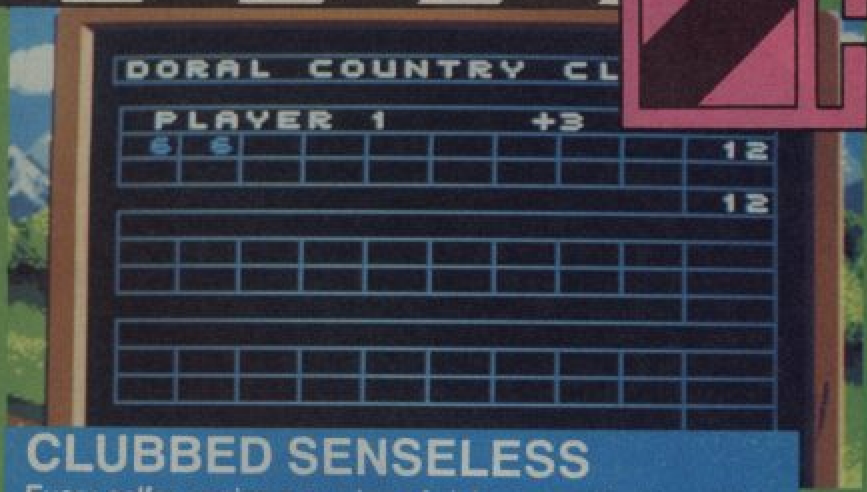
CYPRESS CREEK: The pleasant greenery turns out to be a golfer's worst nightmare at Cypress Creek. The low bushes don't really cause much of a problem, but there's loads of high trees that cause plenty of problems. A real expert's course.

THE GAUNTLET: The Gauntlet is only recommended to golfing stars who can handle the preceding courses with ease. Probably the most demanding set of 18 holes ever created for a computer golf game.





World Class LEADERBOARD

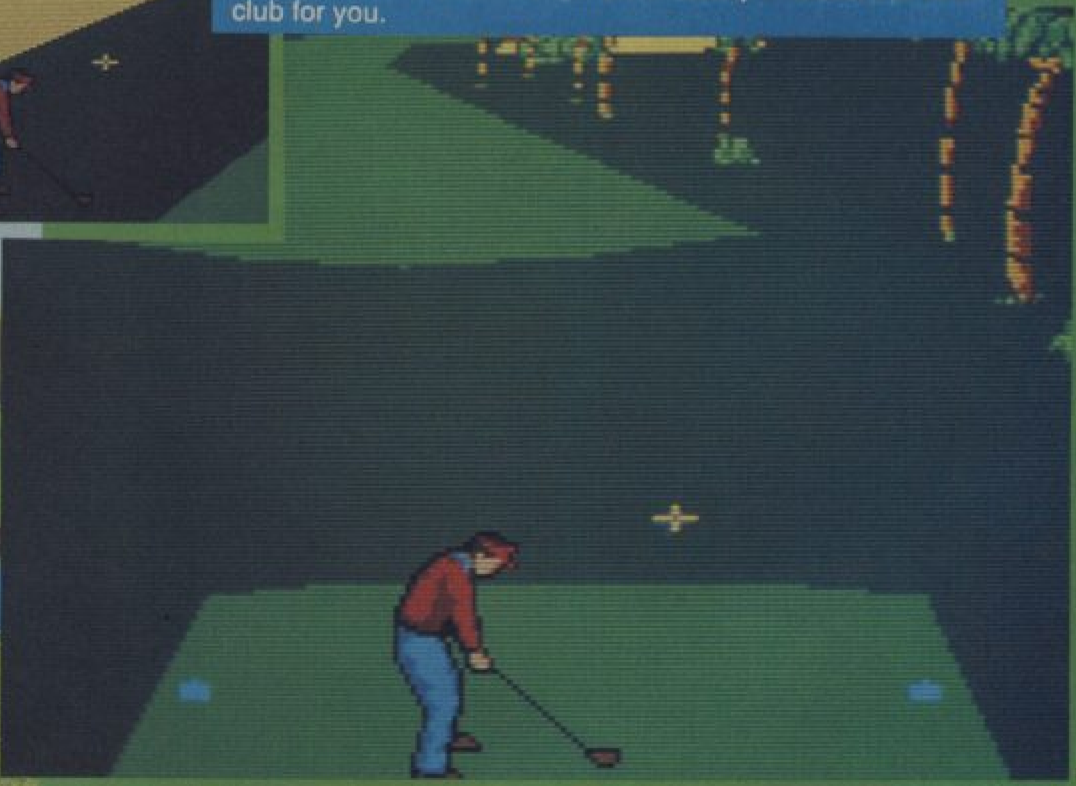


CLUBBED SENSELESS

Every golfer carries a number of clubs around in his caddy bag. They vary in length, and in the shape of the heads, giving them different distance capabilities. The distance to the green is always displayed and by using your own calculations (or the chart supplied), you then judge which club to use. On novice level, the computer caddy chooses the best club for you.













LEADERBOARD: A HISTORY

Leaderboard first appeared on the C64 way back in 1986, where the computer world was amazed by the realistic 3D graphics and the fact that it played a damned good game of golf, too. All it lacked were obstacles such as trees and sand-traps, but the original was soon followed by the Leaderboard Tournament Edition which added those details to the courses. The Sega version is based on the most recent Leaderboard game, World Class Leaderboard, which featured the same four courses.

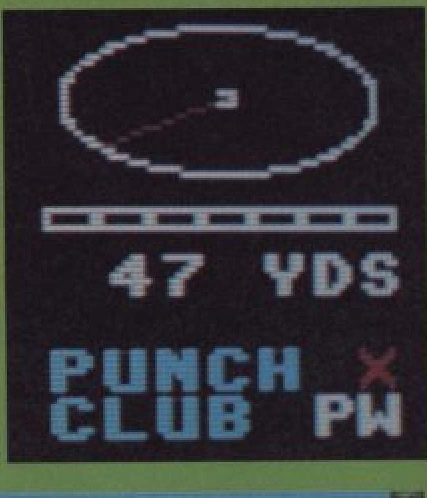
WORLD CLASS LEADERBOARD





UPDATE

World Class Leaderboard has been out on the 8-bit budget labels for quite a while now and is highly recommended. The same goes for 16-bit Leaderboard, although golfing Amiga fans should go for PGA Tour Golf for the best digital rounds of golf.









Leaderboard is an outstanding golf game, easily surpassing the standards set by Great Golf and Golfamania. The crisp graphics and sampled sound are both excellent, and the control method is superb - easy to get to grips with, but subtle enough to allow experts to swerve the ball left or right. The courses are very challenging - especially the Gauntlet - and it certainly takes a lot of practice before you get around on par. The great thing about Leaderboard is that unlike most games which lose their appeal once they're finished, you go back to this one time and time again to see whether you can beat your course record! So if you're after a high quality sports game with masses of lasting appeal, make sure you take a good look at this!

JULIAN RIGNALL





SEGA

GRAPHICS	88
SOUNDS	93
PLAYABILITY	92
LASTABILITY	88
OVERALL	90

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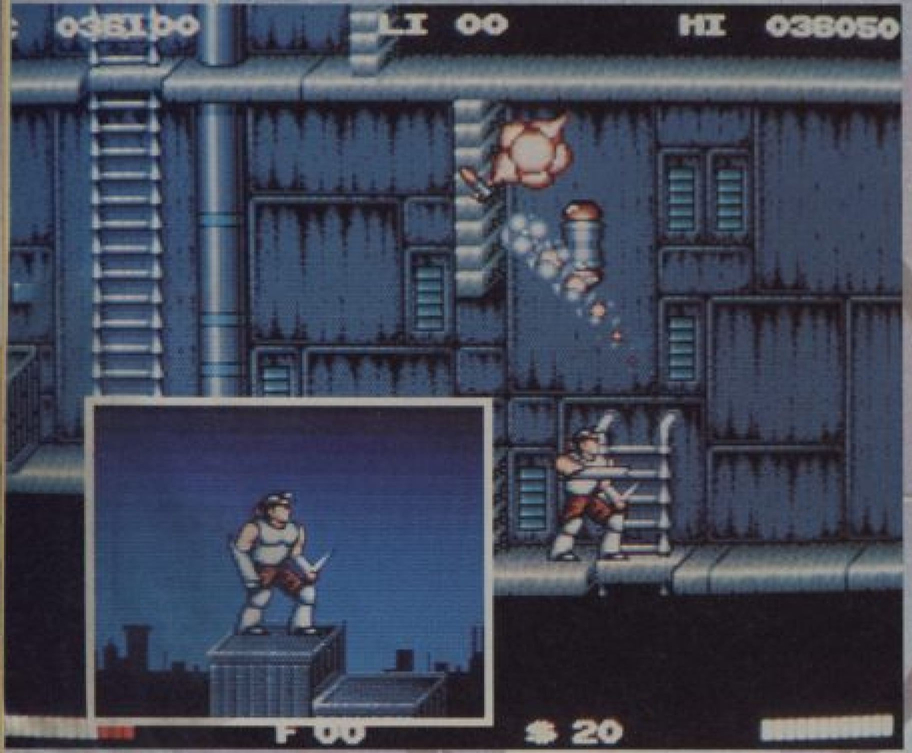
BY GREMLIN

SWI

It is two hundred years since Hiro, last of the Bladeknights, rebuilt the shattered Fireblade and defeated the evil Havok and his Undercity minions, thereby restoring peace to the cyberworld of Thraxx. Life went on as before with the people safe in the knowledge that Havok and his forces of darkness were dead and gone forever.

Or so they thought.

Now, two centuries later, the evil one has resurfaced, and once again shattered the powerful Fireblade, scattering it over the planet's surface. Hiro's great-great-grandson, a Bladeknight in training, has taken it onto himself to follow in his ancestor's footsteps, defeat Havok and free Thraxx from his insidious grasp once and for all!



INSTRUMENTS OF DESTRUCTION

Our hero has quite an arsenal at his disposal. To begin with, he can only slash at enemies with his blade, but along the way, the following weapons can be collected or purchased from a shop:



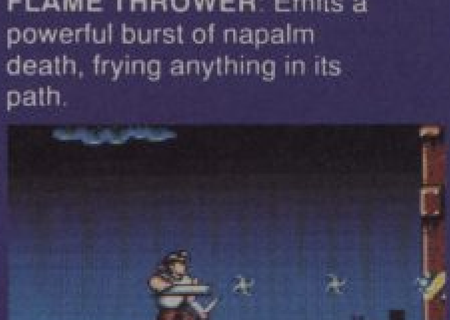
PLASMA GUN: Fires single bursts of destructive energy.



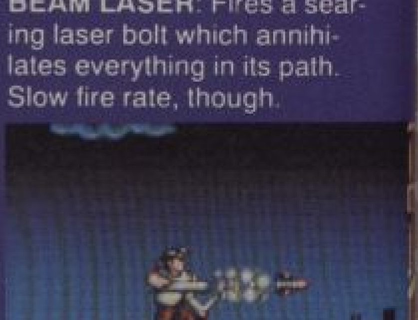
FLAME THROWER: Emits a powerful burst of napalm death, frying anything in its path.



BEAM LASER: Fires a searing laser bolt which annihilates everything in its path. Slow fire rate, though.



SPIN BLADES: One of the faster weapons, this lets you hurl deadly throwing stars at anything stupid enough to get in the way.



HOMING MISSILES: Lock in on any enemies in the vicinity and destroys them all. Definitely the most useful weapon but not easy to come by.



The depth and sheer addictiveness of the original made it an instant classic, and Switchblade 2 automatically falls into the same category. The first thing that grabs you by the throat is the stunning consolesque graphics - beautifully designed sprites blast around the screen at a hectic pace, in front of some of the most superlative backdrops yet seen in a game of this type. The sound's nothing to sneeze at either, with lots of loud sampled explosions and blasts - it's enough to make you turn down the TV to save your battered eardrums! And Switchblade 2 is definitely no one weekend wonder. The sheer size of the game ensures that even the most battle-hardened gamester will have more than enough to deal with, and the whole thing's so addictive, you won't want to play anything else. If you're a fan of the original, or enjoy an excellent mixture of exploration and blasting, then there is no alternative - Switchblade 2 is a must. Buy it now, or forever hold your head in shame!

ROBERT SWAN



SWITCHBLADE 2

UPDATE

Switchblade 2 will be hacking onto the ST real soon, for the same sum of £24.99. Apart from minimal colour, speed and sound differences, it should be as stunning as the Amiga version. Check out a Bytesized review in the near future.





SHOPPING AROUND



As well as locating power-ups along the way, you can also buy them from the shop, which resembles a glowing portal. Get your wad out for...

INFO: Tells you useful bits you need to know to complete the game.

SMALL HEART: Restores half of lost energy.

LARGE HEART: Restores full energy.

MANNEQUIN: Extra life.

POWER-UP: Increases effectiveness of all weapons.

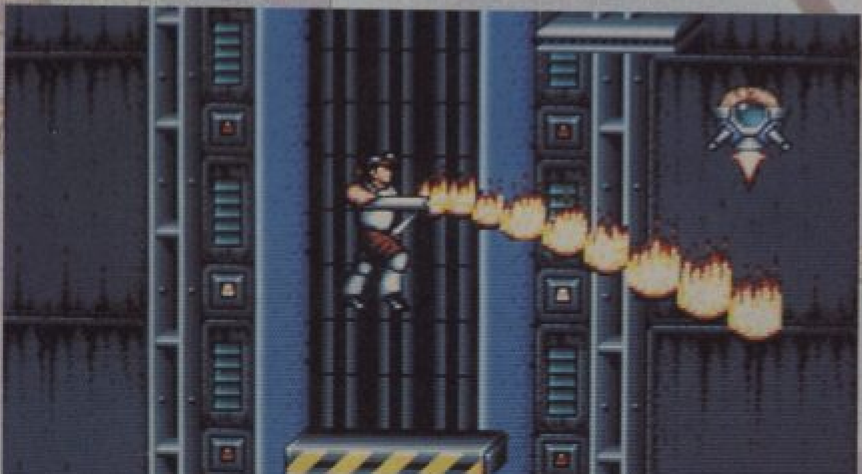
FULL AMMO: Bestows a full ammo clip - handy when you're running low.

SHIELD: Temporary invincibility.



A lot of people said that the original Switchblade was rather too similar to Rick Dangerous for its own good. I actually thought it was a whole lot better. The platform puzzles relied more on skill than luck and the emphasis was on the arcade action. The same can be said of this superlative sequel. The blasting action is pretty enjoyable and there's some really devious puzzles thrown in for good measure. My only whinge is that there isn't really enough enemy sprites on-screen at once and the power of the weapons is toned down accordingly. In its favour, Switchblade 2 has some superb graphics and super-smooth scrolling and all of the levels are huge, with some secret rooms as well! I would've liked to see a bit more in the way of reaction-testing but as it stands, Switchblade 2 is an essential purchase for arcade adventure fanatics, with bags of lasting appeal.

RICHARD LEADBETTER







AMIGA

GRAPHICS	94
SOUNDS	87
PLAYABILITY	91
LASTABILITY	92

OVERALL 92%

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ACE

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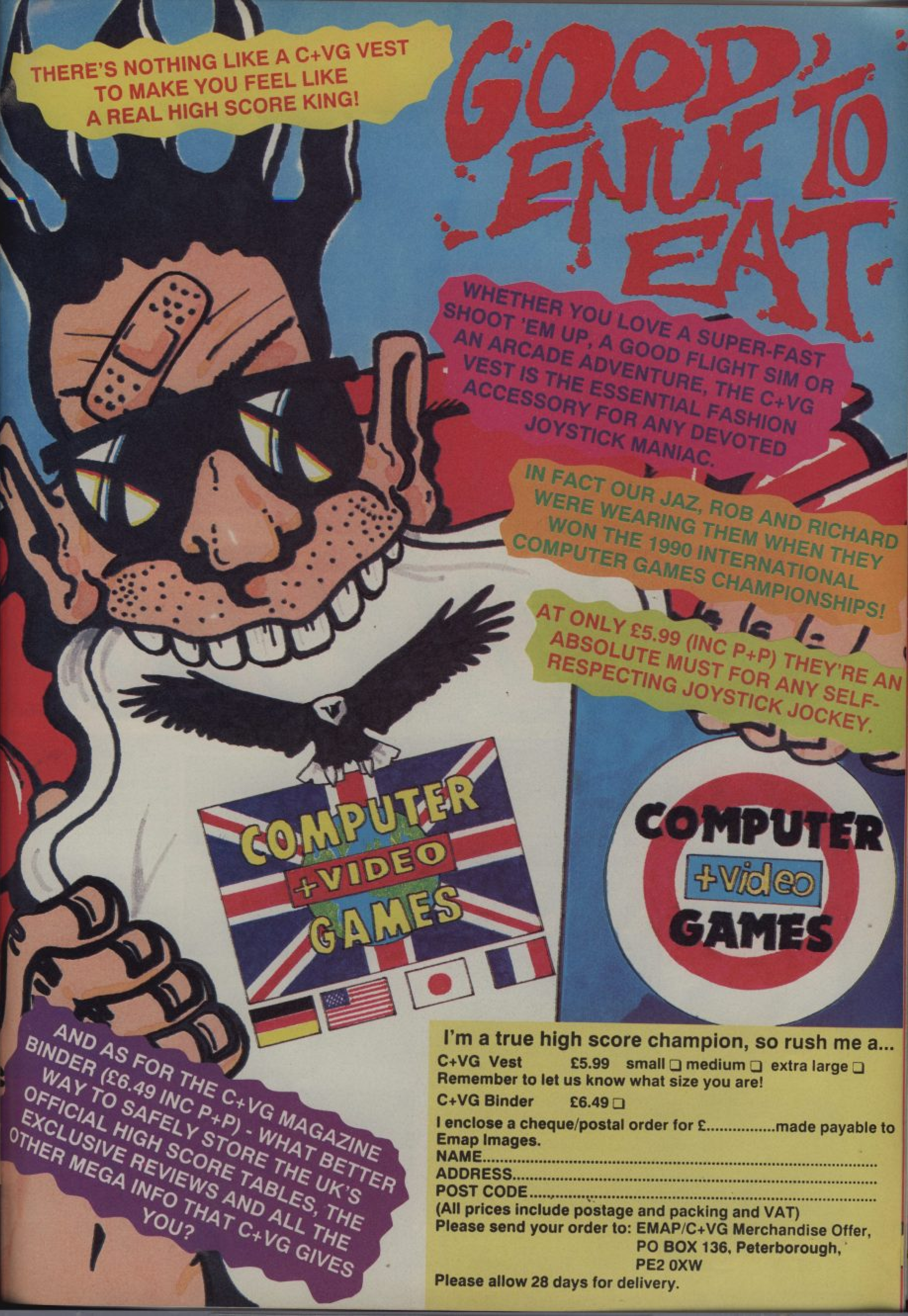
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REVIEW

PC ENGINE £34.00

BY MASIYA

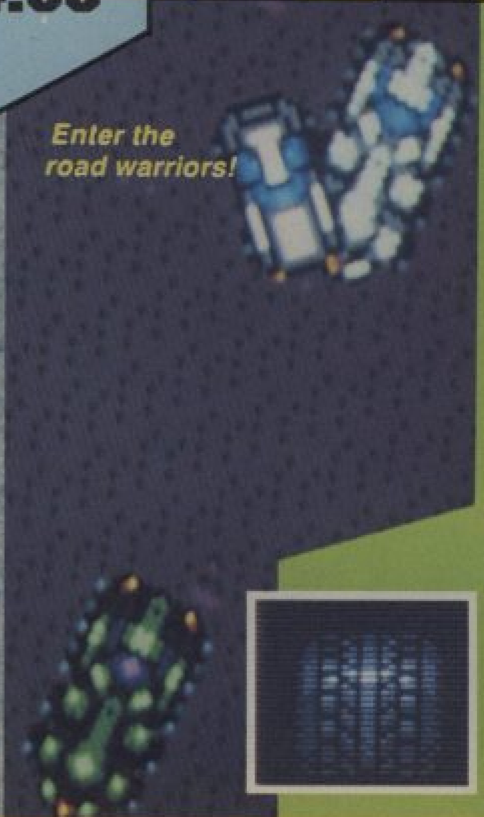
Welcome to the future of road racing, with the Motoroader 2000 World Tournament. The aim of the game is simple - win by whatever means possible!

Of course, this isn't all as easy as it sounds - you have the choice of three vehicles to race with; a ground car (which is nippy, but not too rugged), a tank (heavily armoured, but slow and difficult to manoeuvre), or a hovercar (which floats above the other vehicles, but is even more difficult to control).

These difficulties can be easily overcome by buying better parts for your vehicle - if you can afford it! To earn prize money, you need to complete each treacherous course in one piece (how much you win depends on your final position).

Of course, the other drivers have the same ambition, and they'll bump or shoot you off the track given half the chance, leaving your vehicle a smoking ruin in the gutter. Every time your car is left behind it has to be flown back into the thick of the action, using up some of your precious supply of fuel. If this runs out, you're out of the race.

Up to five players can take part (with a Multi-Tap and enough controllers), so get out there and burn rubber (or something like that)!



Enter the road warriors!

WE'RE THE BOYS TO TRUST

Don't bother taking your racer round to Kwik-Fit - each vehicle can be enhanced in the pits, but only if you've got the ready cash to pay for it! There are three grades of equipment, which in practical terms, means that it isn't wise to race with a weak grade one engine under the bonnet of a large grade three bonnet. Similarly, it would be difficult to control a car with a grade three engine and grade one tyres.

TYRES: Increases your vehicle's road-holding capabilities. On a hovercraft, the equivalent pieces of equipment are different types of fan.

ENGINES: More expensive engines are more powerful and hence make your vehicle faster. No surprises there.

BODY: Each body makes the vehicle selected that bit more sturdy, so it'll take more knocks before becoming scrap iron! Also, more expensive bodies are more streamlined, providing an edge in the speed stakes. You can sell unwanted parts as well, but just remember, because they're now second hand, you won't get as much money for them!

MOTOROADER









There are quite a few PC Engine race games of this format, but Motoroader 2 is definitely one of the few that is worth getting. Handling the cars is a little tricky to get to grips with (the hovercar is particularly tough to handle) but perseverance is the name of the game, and with a little practice, you'll be hacking around the treacherous circuits like a seasoned pro. The add-on parts make things that bit more entertaining, not to mention frustrating - there's nothing more annoying than having another player come up behind and blast you in the rear! Overall, a highly-charged, not to mention highly competetive game that's enjoyable and fun to play - and that's what counts.

ROBERT SWAN

The racers line up for the off!



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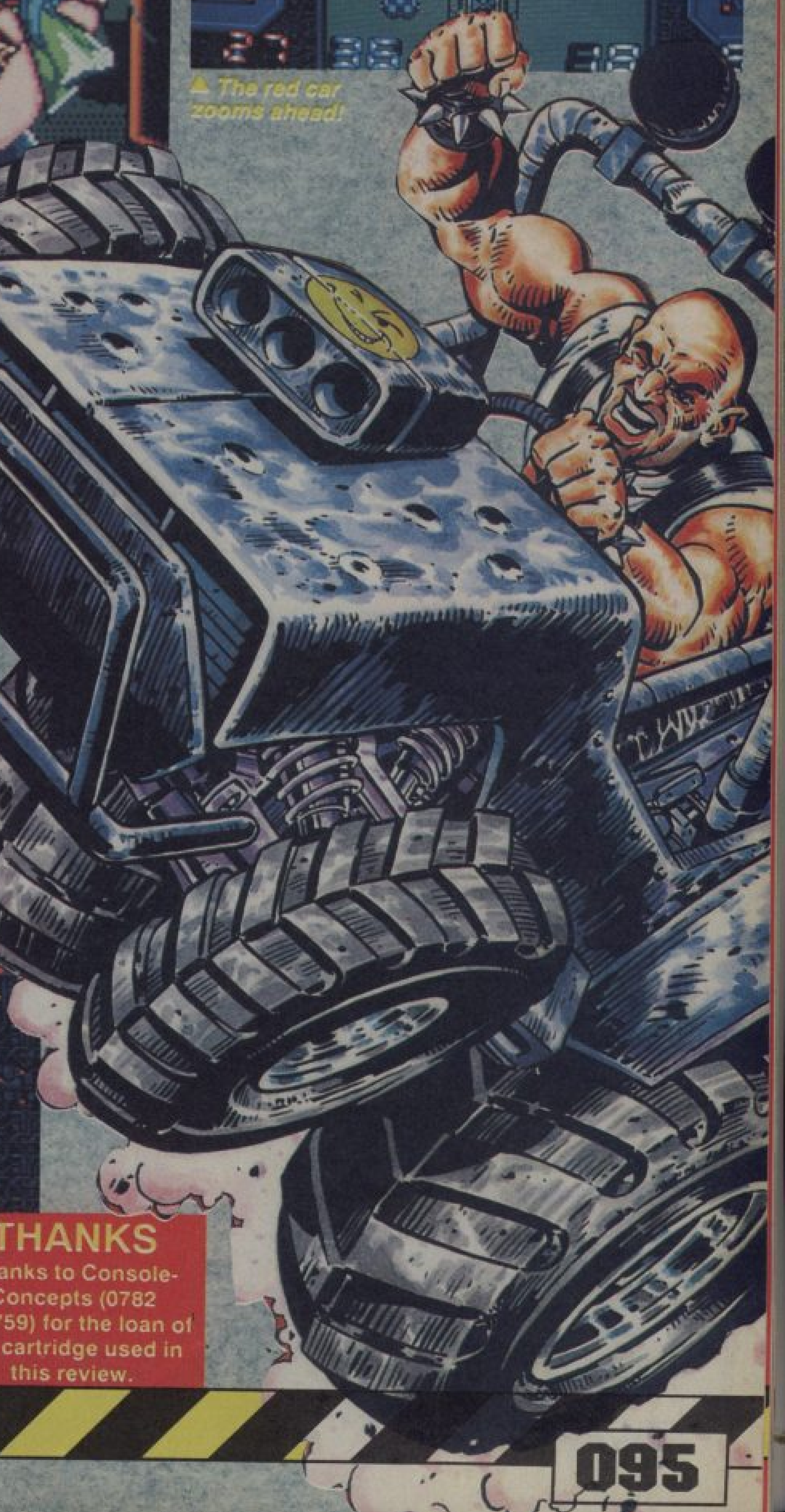


▲ The red car zooms ahead!

FORMULA ONE WAS NEVER LIKE THIS

Not only can you enhance the vehicle's racing abilities, but if you're feeling a bit sneaky, you can buy additional weapons and items in order to get one over on the others!

ER II



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REPAIR: Restores all your fuel and repairs any damage.
BARRIER: A type of deflector shield, this reduces the amount of damage taken when hit by another vehicle.
HOPPER: Fancy playing leapfrog? This'll allow you to bounce over the opposition!



The winning line-up. ▶



THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.

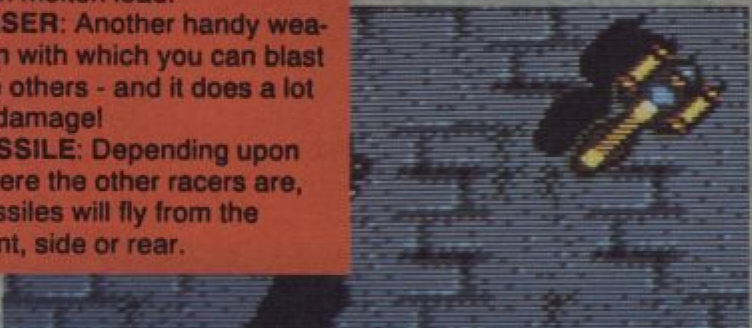
MOTOROADER II



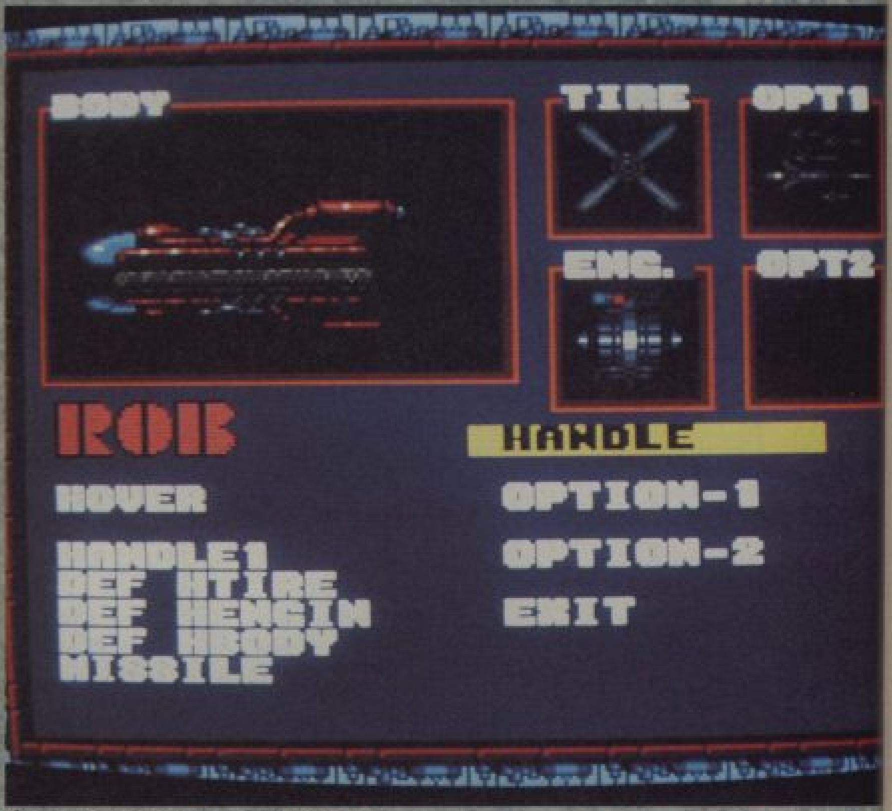
NITRO: Gives a single burst of acceleration, to help take you to the front of the pack.
WING: Similar to the Hopper, this allows short bursts of flight to take you over the rest of the field.
OIL: Straight out of James Bond, this spills oil puddles onto the track, sending anyone behind you out of control!
DRILL: Spinning spikes appear from your hub caps to scrape the fancy paintwork on those other cars.
FREEZE: Brr! This icy blast freezes the steering controls of other racers.
BOMBER: Releases landmines on to the track - when another racer hits one, BOOM!
CANNON: This front mounted machine gun allows you to spray the opposition with molten lead!
LASER: Another handy weapon with which you can blast the others - and it does a lot of damage!
MISSILE: Depending upon where the other racers are, missiles will fly from the front, side or rear.



▲ *Missiles away!*



◀ *The cars jostle around the track.*



▲ *Check out the stats here.*



I really went a bundle on the original Motoroader - it was definitely one of the best games to buy if you had a joypad tap. At first I wasn't too excited by this sequel because apart from the graphical changes, there were no vast improvements. However, a few games were all it took to change my opinion, and I find the action as enjoyable as ever. The choice of different vehicles adds less to the game than you might expect because the hovercar and the tank don't have many advantages over the car. It's the extra weapons that spice the game up a lot - that, and the multi-player option which bumps up the fun factor about twentyfold. Zapping two human co-racers with a laser or zipping over them with wings spread is just great, so, like I said, if you've got a multi-tap and a bunch of mates to play against, this is a game you must buy.

PAUL GLANCEY



PC ENGINE

GRAPHICS	88
SOUNDS	84
PLAYABILITY	93
LASTABILITY	90
OVERALL	89

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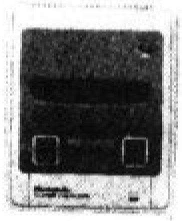
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REVIEW

SUPER FAMICOM £29.99

BY BANDAI

ULTRA

Ultra-Man is a strange metallic creature from the planet M-27, whose sole purpose in life involves protecting innocent life-forms from towering hostile creatures intent on world domination. He has one infallible method for dealing with these beasts. Relying on his powerful fists, feet and magic, he simply beats the seven shades out of his assailants until they finally bite the dust.

There are ten adversaries for Ultra-Man to annihilate - and none of them are less than fifty feet tall! All of these monstrous demons have their own methods of attack, including fire-breathing, lasers and good old fisticuffs. However, later demons are a bit more cunning in their approach, using magic to do over our metallic hero.

When our hero eventually conquers each foe they can only be finally despatched with the aid of the most potent magic that Ultra-Man has available...



THANKS

Thanks to Console-Concepts (0782 712759) for the loan of the cartridge used in this review.



スーパーファコ

ULTRA-TACKY

Ultra-Man is the star of many cheap B-movies fom Japan and secured himself a cult following in Far Eastern shores. One of his films was shown in a recent Channel Four cheapo movie season. But did you know that Ultra-Man is in fact a member of the Ultra-7, a band of do-gooders intent on ridding the cosmos of everything evil? Each member of this Ultra family has its own Ultra-powers, and this Super Famicom game replicates all of Ultra-Man's powers. Good eh?







Ultra-Man is not going to win any prizes for using the Super Famicom's advanced hardware. The sprites are large and well-animated, but even the PC Engine has matched this (remember Drunken Master?). The parallax backdrops are quite nice, but not spectacular. The sound is great, with bizarre Japanese-style melodies that suit the B-movie atmosphere perfectly and there's some excellent effects too. All of the monsters make their own individual noises, and Ultra-Man's chest panel starts beeping alarmingly when time starts running out (and his chest light flashes too!). The beat 'em up gameplay is pretty simplistic, but it's very enjoyable and addictive. Throwing all manner of prehistoric beasts around the screen has never been so much fun! Although the action becomes a stale after quite a while, Ultra-Man is well worth looking up. However, if you're after the ultimate beat 'em up, Final Fight still rules without a shadow a doubt.

RICHARD LEADBETTER



RAMAN

REVIEW

ULTRA-VIOLENCE

As well as having fists and feet of steel, Ultra-Man has five different types of magic at his disposal. Simply wait until the required power level is reached, and then press the back-right button to select a power. The green button on your Famicom joypad activates it.

SUPER LASER One point from Ultra-Man's magic fingers results in these laser bolts being fired. Not that powerful though.

LASER HOOPS Far more powerful than the Super Laser, but this weapon uses a lot more energy.

LASER SAW-BLADES Yikes! A powerful saw-blade is thrown at the foe, and boy, does this cause damage!

SUPER BOLTS These powerful bolts can reduce the enemy energy bar in seconds, and are also used to finish off the enemy and move on to the next level.

SHIELD Use this to halt your enemies' blows and reflect back their lasers or fire. An essential aid in later levels.

ULTRA-HEAVIES

Ultra-Man has ten heavies (Telesdon weighs 120,000 tons!) to deal with in the game, all of which he's done battle with in his movies, and they are...





BEMULAR This Godzilla-alike breathes fire, but is the weakest brute in the whole game. Easy!

TELESDON Another dinosaur descendant, this guys combines fire-breating with a lethal line in head butts. Ouch!

JAMYRA Lethal claws and a vicious kick combine to make this guy Ultra-Man's first real problem.

BULLTON This strange spikey spheroid fires out strength-sapping energy bolts and floor-hugging fireballs at our silver-eyed hero. Tough with a capital T.

LED KING Mistakenly dubbed Red King in the game, this jumped-up slug from outer space is even more powerful than the mighty Bullton. He's one of scariest things yet seen in a rubber suit.

ALIEN BALTAN As well as shooting fireballs from his claws, this guy projects hologramatic images of himself anywhere he pleases, so Ultra-Man has a bit of a job deciding which Baltan to attack first. Oh dear.

GOMORAH Yet another dinosaur decendant and like LED King, Gomorah swings his tail at Ultraman, but he also wraps it around his foe to squeeze the life out of his circuits! Eep!

ALIEN MELIYAH This four-eyed monster has the same abilities as Ultraman, and can even use the same magical weapons! Meliyah cannot be killed, but once beaten he escapes, warning Ultraman that now he's really in trouble!

GERONIMON A brightly-coloured lizard beast, Geronimon can send Ultraman reeling with his Earthquake Waves, and shoots poisonous spines from his back!

Z-TON Not even Ultraman's most powerful magic can destroy this mightiest of mon-





After the initial batch of superb Super Famicom releases, we seem to have come to the more mediocre stuff. Ultraman is one of the most entertaining titles in the recent bunch, but it's not one of those games that persuades you to buy the machine. The monster sprites are nicely animated, and are very accurate to the original characters - the dinosaurs even look like they're men in rubber suits! The sound effects are good too, but the tunes are really corny and naff. Ultraman's only real weakness is that the gameplay is rather limited and not at all fancy. Once you've fought your way past Z-Ton, there's no real compulsion to play it again, so unless you're a major beat 'em up fan who already owns Final Fight (or indeed an Ultraman fan, though that seems unlikely), you'd be better off saving your money for Super R-Type.

PAUL GLANCEY



FAMICOM

GRAPHICS	86
SOUNDS	83
PLAYABILITY	83
LASTABILITY	70
OVERALL	81

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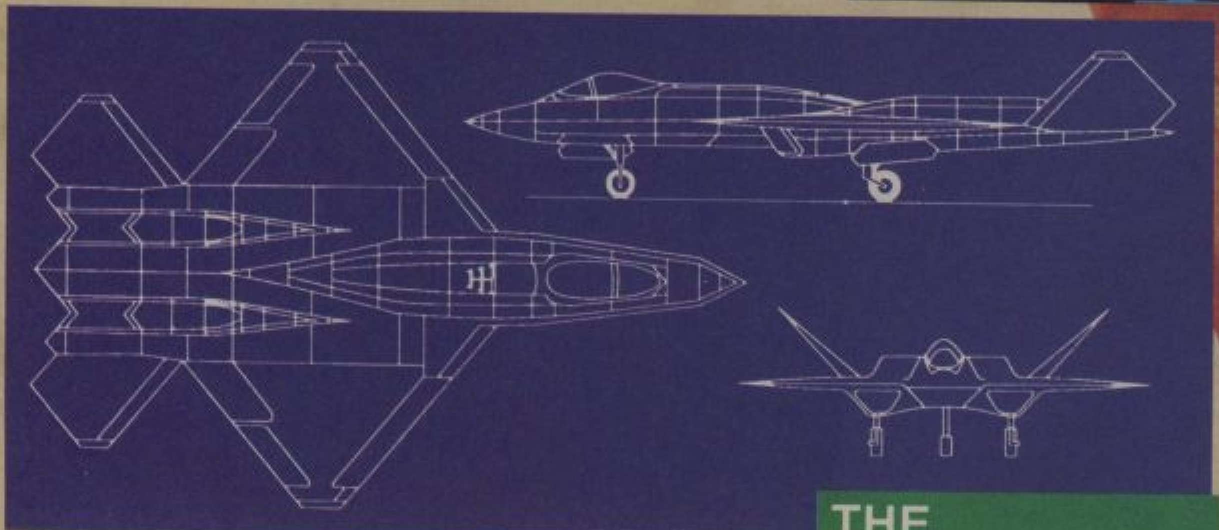
There can't be an Amiga owner who hasn't heard of F/A-18 Interceptor. You haven't? Where have you been? Interceptor was the first Amiga flight sim which was more of a game than a simulation, and it was also notable for the fact that it was the first flight sim in which the "pilot" could view the action from outside the plane.

Anyway, Interceptor was converted onto the PC and released as Jet Fighter, but it was only ever available on import. Jet Fighter II is, not surprisingly, the sequel, and is being distributed by US Gold, so it should be much easier to get hold of.

Jet Fighter 2 is pretty similar to Jetfighter, featuring the F/A 18 based around the fictional Northrop F-23D Advanced Tactical Fighter, nicknamed the Black Widow. This amazing supersonic stealth fighter-bomber has a top speed of Mach 1.5, and can literally fly circles around enemy aircraft. If you feel that all this is a little too much, you can always choose to fly a Grumman F-14 Tomcat, a General Dynamics F-16 Falcon or instead.

Each mission involves the pilot taking his selected aircraft into the wild blue yonder over the west coast of the USA (which has been invaded by terrorists, believe it or not) and eventually blowing the heck out of something. Ground bases, SAM sites, tactical targets, convoys, enemy patrols and MiG fighters all come in for a pounding! Once the primary and secondary target have been eliminated, it's back to a friendly airbase in time for a cold one...







For once in my life, I'm lost for words! Why I enjoy flight sims so much is the feeling of "being there", and in that respect, this has to be one of the most outstanding simulations ever seen. Jet Fighter 2's 3D graphics are slick and very realistic, and the sheer attention to detail is incredible - especially the shaded VGA horizons when you're flying a night mission! The sounds that emerge from an AdLib card are pretty damned good, too, and only serve to enhance the game further. In fact, the amount of missions and options available is enough to have flight 'n' fight fans reduced to a gibbering wreck! If you're the proud owner of a suitably powerful PC then you couldn't do better than to take this out for a test flight. Now I've got absolutely no excuse not to go out and buy a fast PC...

ROBERT SWAN

THE NORTHROP F-23D ATF

This brand new aircraft is as deadly in action as in looks - extremely agile in high-g flight, capable of speeds up to MACH 3, and coated with the same radar absorbent materials as the F-117A Stealth Fighter. A US Navy aircraft, the F-23D is fully enabled to launch and land aboard sea-based carriers, and is equipped with a General Electric F-120 engine capable of 35,000 pounds of thrust! Add to that all manner of Sidewinders, AMRAAMS and other air/air and air/surface missiles, and you've got yourself one deadly plane!







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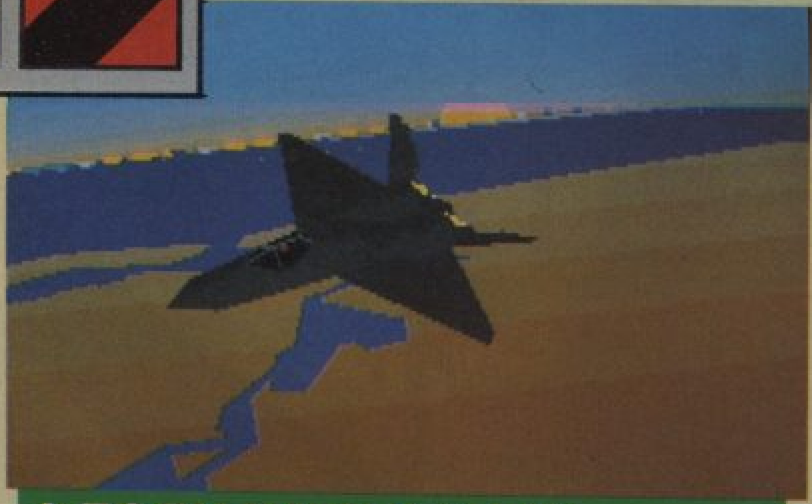
JF 2 contains over 100 missions to test your mettle, and these range from air combat, to ground strikes, and there are even some missions in which you have to take off from the carrier and shoot down some Cruise missiles which are bearing down on it!

Once a mission is chosen, a selection screen appears giving you the option of flying any of the four planes. Unlike other flight sims, you then only have to click on the type of mission you'll be flying and the computer will arm the plane accordingly.



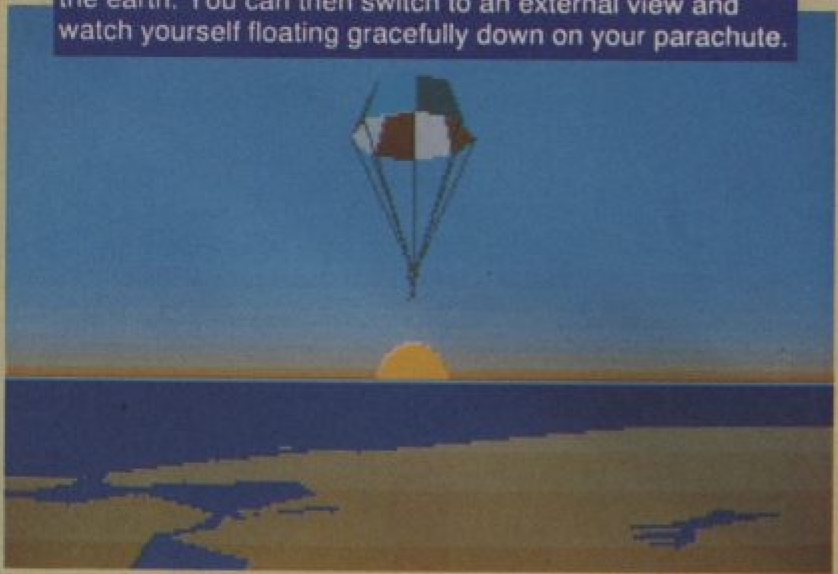
UPDATE

Hopefully, Jetfighter II will be making an appearance on the Amiga in the near future, but there's nothing definite at this time. Sadly, other machines wouldn't be able to take the strain, so don't hold your breath.



EJECTION PROBLEMS

Another feature which is rarely found in other simulators is soon as the a crash seems imminent, hit CTRL and E, and the cockpit suddenly drops away as the plane plummets to the earth. You can then switch to an external view and watch yourself floating gracefully down on your parachute.



A ZOOM WITH A VIEW

Like it's predecessor, and many other recent flight sims, Jet Fighter 2 doesn't limit the player to a straight-ahead view from the pilot's seat. From the cockpit, you can pan the view and look directly past the tail of the aircraft, and if you hit the '-' key on the keypad, the view switches to an absolutely-any-angle external view, with zoom control. There are also options for a view from the control tower at the airstrip where you took off, and if you have a missile in the air, you can watch it streak toward its target!



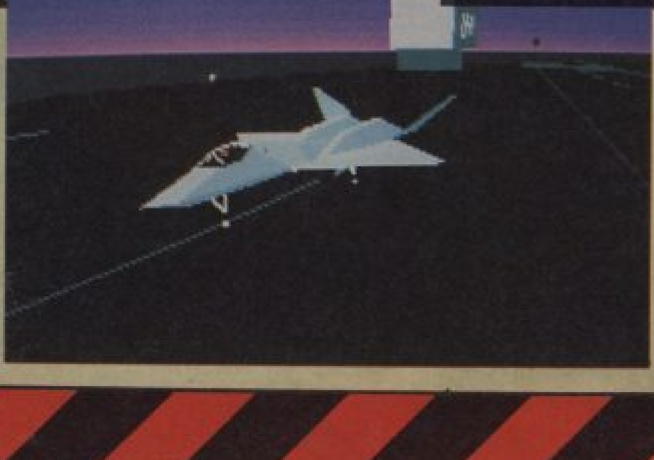
I like having a nice big PC on my desk, because I can crack the whip at my lackeys and when nobody's watching I can have a go at a fab flight sim like this. Amiga Interceptor was a game I liked because it was spectacular without being complex to play, and this updated version is similar in that respect. It's dead easy to get into, and easy to get a lot out of. Unlike Interceptor, there are more than five missions to play - a lot more! In fact there are about 130 different sorties to fly, some of which are quite unusual, such as the Cruise missile interception, and airstrikes with a wing-man flying alongside. The graphics are nice, and even without a sound card the effects and music aren't bad, but the only problem is, as usual, you do need at least a 12 MHz AT to play. The only other negative thing I could say is JF2 isn't quite as technically polished as Red Baron, but then that's asking a lot. But there's no faulting it's playability, and as ever that's what counts. Nice going, Velocity.

PAUL GLANCEY

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Jet Fighter 2 is one of only a few computer flight simulators which can station the pilot on an aircraft carrier. Taking off isn't much of a problem, but landing on such a small runway is something else! Use the Instrument Landing System to line the plane up on the glide slope, then gradually take the power down. Deploy the landing gear and the arrestor hook, then gently stall the plane onto the deck. If all is well the arrestor hook should stop the plane immediately, but any mistake and you'll have to open the throttle to full, take off and try again!





PC

GRAPHICS	92
SOUNDS	85
PLAYABILITY	93
LASTABILITY	94
OVERALL	93

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BY NINTENDO

If the prospect of zooming around Daytona in a battle-damaged NASCAR automobile sounds remotely appealing, then this NES conversion of the notorious Tom Cruise movie could be the one for you.

You adopt the role of Cole Trickle (?), who drives around the major NASCAR circuits in the USA with the express purpose of finishing the race in front of all the other participants, thus winning. This is achieved by driving around the sprite 3D track, overtaking as many other cars as possible before the end of the race (Nothing like spelling it out, is there? - ED).

But remember, this race is very gruelling and arduous so you can't to keep your car going on the same set of tyres. Therefore, an occasional visit to the pits is in order, where your car can also receive a number of other benefits including extra fuel!

Along with the racing action, there's also a few animated screens based on scenes from the movie - just don't expect a sampled NES rendition of "Show Me Heaven"...



CRUISIN' FOR A MOVIE

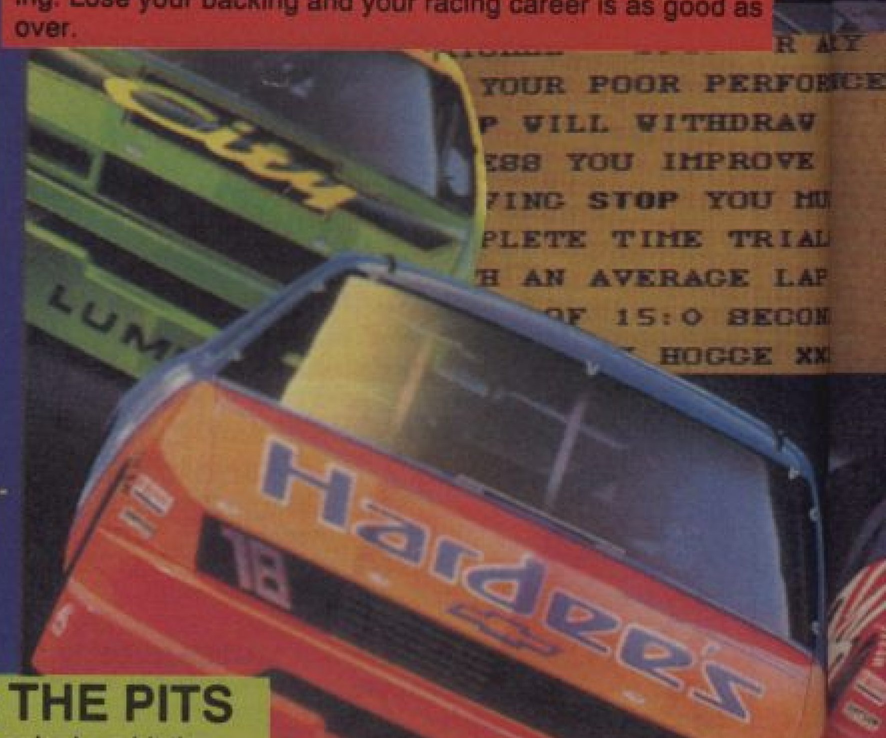
Released in the latter part of 1990, Days of Thunder was given a unanimous thumbs down by the vast majority of critics the world over. Described by many as "Top Gun with cars", it cast Tom Cruise as Cole Trickle - the Top Gun of the NASCAR circuit, aided and abetted by his sexy physician (Nicole Kidman). The wafer-thin plot generally involved Cruise winning a few races, losing a few races and getting to grips with Miss Kidman before winning the big race at the end - hurrah! Who said that thought-provoking plots and sensitive screenplay were a thing of the past?



Nicole Kidman - gibber, gibber!

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Keeping your sponsors sweet is the only way to get to drive your high-powered speed machine in the first place! Since they've invested good money in your abilities, they're expecting the best from you, so don't expect them to be very happy if you come last in all of your races! If luck isn't on your side and you lose a good few races, your sponsors may arrange a time trial. Fail this and you lose your backing. Lose your backing and your racing career is as good as over.





Days of Thunder ranks as one of the most pitiful NES carts I've had the misfortune to review since I started at CVG. The 3D effect is quite pleasing, but the sprites are small and ill-defined, ruining the effect altogether. Since NONE of the tracks have any right-hand turns at all, they're all tedious beyond belief! The only difference is the colour of the sky and the stripes on the track. Boring! The speed of the game makes it about as exciting as an eight-day opera and the action itself is monotonous in the extreme. The sound consists of very dull and uninteresting tunettes and some sampled speech. In fact, I'd go as far to say that the best thing about the game is the intro sequence. There's some sampled thunder and streaks of lightning before the game opens proper. Other than that, Days of Thunder is a complete travesty that must NOT be purchased under any circumstances whatsoever.

RICHARD LEADBETTER

IT'S THE PITS

If your car looks a bit the worse for wear, entering the pits at the beginning of each lap is probably the best way to get your car working again. Here, new tyres can be bolted on to your speedmobile and extra fuel tops up your tank. If your engine is completely exhausted, a new one can be added. But remember, time is ticking away and a fast pit-stop is essential to maintaining a good overall time.







◀ *And he takes the chequered flag - almost..*

▼ *Please pass - driver running in...*







UPDATE

Days of Thunder has been out and about for quite a while now on the ST, PC and Amiga. These polygon 3D games are a tad better than this effort, but none of them are really worth the £24.99 price tag. There's also a Gameboy cart of Days of Thunder (programmed by Argonaut software) which should be available before the year is out.

QUALIFICATION CHAOS

Before each race can begin proper, your mettle is tested in a qualifying race. Here the objective is simply to reach the lowest possible average lap time. This then dictates your starting position on the grid.

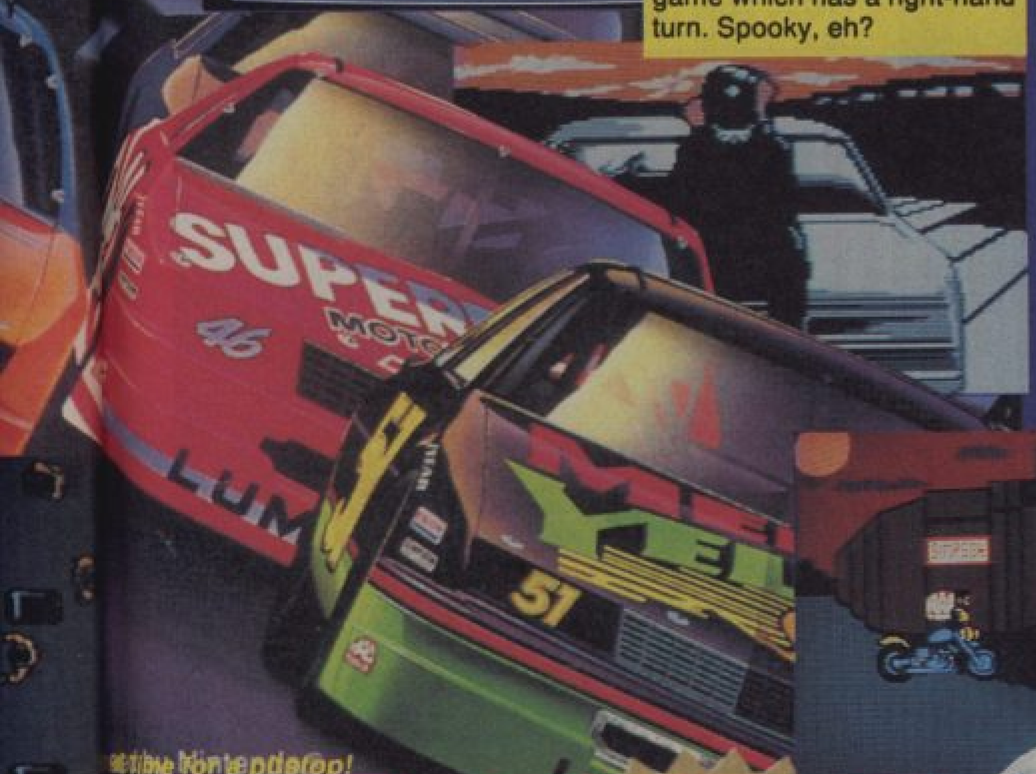
THE TRACKS

A lot of the tracks used in actual NASCAR racing are represented in this NES conversion of Days of Thunder. All of the tracks have different lengths and surfaces and affect the car in different ways. Some tracks, for example, are more wearing on the car's tyres. What is quite interesting though is that there is not ONE track in the whole game which has a right-hand turn. Spooky, eh?



I agree with Rich entirely - not only was the film a complete disaster, but the NES game is about as much fun as sticking your head in a bucket of dung. The intro's okay, but the rest of the game is a total drag - duff sprites juddering around naff tracks to the sound of thousands of angry bees! Days of Thunder could have been quite entertaining, given the amount of scope available, but quite frankly, this follows in the movie's footsteps - straight down the loo. Quite frankly, how this could ever merit Nintendo's seal of approval is utterly beyond me, as this has to rank as the worst NES games I've ever played. Unless you're either two tins short of a six-pack, mad about Tom Cruise (and who is?), or just plain stupid, leave this miserable effort alone.

ROBERT SWAN





NINTENDO

GRAPHICS	55
SOUNDS	45
PLAYABILITY	29
LASTABILITY	27
OVERALL	30

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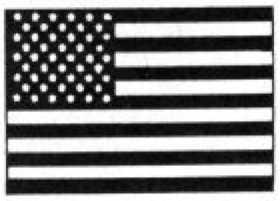
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BY IREM

You'd think princesses would have better things to do than be kidnapped by evil emperors and whisked away to far-off lands. But that's exactly what's happened (surprise, surprise), and it's down to little Tonma, the princess's beloved, to sort it all out.

Tonma has to get through seven wild and wacky levels of scrolling platform action, blasting the emperor's mutant minions (using his magical gloves) and collecting keys, power-ups and shields along the way. Also, bags of loot and treasure chests lie scattered about, which boost Tonma's bank account.

At the end of each level lurks an evil demon, summoned by the emperor to stop our diminutive do-gooder in his tracks. Blast that to shreds, and it's on to the next level.

At the end of the seventh level lies the chief meanie, the emperor himself. Succeed in destroying him, and the two love-birds are reunited. Fail, however, and the princess will be subjected to watching "The James Whale Radio Show" for the rest of her days!











THE EMPEROR'S PERSONAL GUARD

At the end of each level, massive demons summoned from the pits of Hades emerge, and try to do Tonma some serious bodily harm. Here's a list of who will do the dirty deed:

LEVEL 1: A giant skeleton, with an enormous blade faces up to our hero. Watch out, though, as this demonic scum spits out a ball of energy which chases Tonma around the screen!

LEVEL 2: A giant scaled serpent will fly around the screen, and must be blasted loads of times before he turns Tonma into a charcoal briquette!

LEVEL 3: A strange plant-like creature spurts out mini-creatures at you, intent on your doom.

LEVEL 4: Two powerful trolls rise up from a terrifying statue, firing many deadly bullets at our hero.



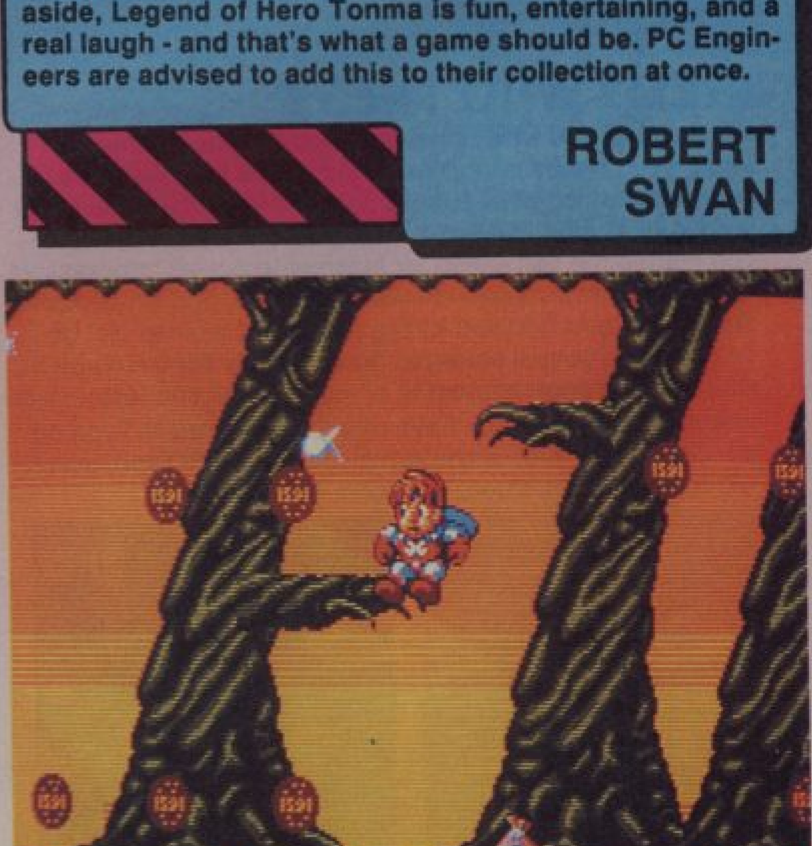






Having never played Legend of Hero Tonma in the arcades, I wasn't quite sure what to expect, but I can safely say now that this has to rank as one of the most entertaining platform games I've played in many a moon. The graphics are great, with bright, cutesy sprites bouncing around all over the screen, and some really tasty backdrops, and the sound is full of bouncy, jolly tracks and explosions that are a treat to the ears. Playability-wise, Tonma is really addictive, and easy enough to get into, but is challenging enough to keep players going for a long time. The only gripe I have with this is that there are infinite continues, so anyone lacking in willpower can simply cheat his way to the end. This aside, Legend of Hero Tonma is fun, entertaining, and a real laugh - and that's what a game should be. PC Engineers are advised to add this to their collection at once.

ROBERT SWAN







REVIEW

LEGEND OF HERO TONMA





G-LOVELY POWER-UPS

Tonma's magic gloves are a bit weedy to start off with, but by collecting the power-up crystal balls that lie around, his firepower can be increased to enormous proportions.

POWER-UP
Increases firepower progressively:

NORMAL: Fires single bolts of energy.

PLASMA: More powerful blasts, and more rapid.

FIRE: Emits bouncing fireballs, which destroy anything in their path. Probably the most useful weapon.

FIREBALL: Watch those fireballs hug the ground and annihilate all of Tonma's foes!

SPHERES: These babies arc upwards, hitting any nasty that may be lurking above.

BARRIER
Collect this icon, and a ring of spinning spheres appears, which protect our hero from damage. Don't get too excited though, as the balls vanish one by one as Tonma takes hits, so be careful!









Legend of Hero Tonma is quite an entertaining slice of platform excitement with excellent graphics that are pretty close to the arcade original. For a platform game, the concept of progressive weaponry is quite novel, and Tonma's magic finger arsenal builds up into quite an impressive fighting machine (which unfortunately vanishes when Tonma bites the dust). The gameplay itself is really challenging, and completing even the first couple of levels is quite an achievement. Unfortunately, as Rob said, the inclusion of infinite continues means that the most determined gamesplayers will be able to complete the game in one sitting. Normally, this seals a game's doom, but Legend of Hero Tonma's exciting gameplay means that it still gets the thumbs up from me. PC Engine owners are advised to check this out as soon as possible.

RICHARD LEADBETTER

IREM? WHO THEY?

For those of you who've never heard of Irem (shame on you!), you may be interested to know that they were the company behind what is regarded as the best arcade shoot 'em up of all time - R-Type. This slice of classic coin-op action started the ball rolling for blasters to come - progressive firepower, massive end-of-level guardians, and an addictive quality that grabbed you by the throat and wouldn't let go. Of course, a sequel emerged (imaginitively titled R-Type II), which will be soon appearing on computers, courtesy of Activision. Irem themselves have already launched R-Type on the Game Boy, and will be producing Super R-Type, which will appear on the Super Famicom later this year.







PC ENGINE

	%
GRAPHICS	92
SOUNDS	88
PLAYABILITY	90
LASTABILITY	80
OVERALL	87



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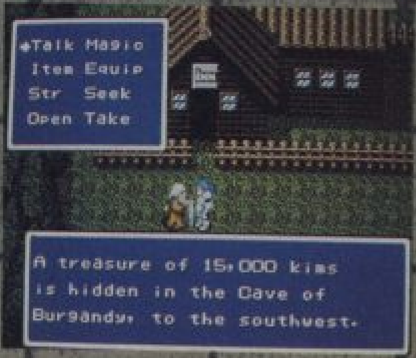
BY SEGA

Aaah! 'Twas a dark and stormy night - stormy and dark it was - 18 years ago when the peaceful kingdom of Excalabria was invaded by Cartahena's foul despot-from-Hell, Lord Tsarkon. The armies of King Erik were all that could save the land from him, but alas they were overwhelmed, and just before Erik himself was slain, he bade Blade, his bravest warrior, escape, taking the King's infant son with him so he could be raised in safety.

Eighteen years later Blade is dead, but on his death bed he informed his adopted son of his royal heritage and destiny. The Prince vows to avenge his father's death and reclaim the kingdom that is his by right.

But it will not be easy. Tsarkon possesses the eight Rings of Evil, and the only things that can match their power are the eight Rings of Good. They are scattered throughout the kingdom, and to regain them the Prince must pass through many countries, facing Tsarkon's army of demons and archmonsters, and undertaking many other quests which will test his kingly virtues.

After recovering the eight Rings of Good, he must find the single person who can craft for him a mighty blade, the Sword of Vermillion. Thus armed he is ready to destroy his ultimate enemy, Tsarkon himself!







It's funny, I never used to like Role-Playing Games, but recently there have been a load of good ones appearing on various machines, and Sword of Vermillion is one of the ones I've been playing most (Prince Paul is on level 16, and still only halfway through the game, would you believe). I think what I like about it most is the fact that the combat (which constitutes most of the action) is in an arcade format. It's not a particularly demanding arcade format, I admit, but it's such an improvement over the sort of combat system which appeared in Phantasy Star II where each character had to decide what type of attack they were to make in the next round of combat, take their turn to attack, and see the outcome only in terms of numbers. The game's plot is engaging and easy to follow - in fact it's made more interesting by the packaged hint book which coaxes the player through, getting rid of all possible annoyances without giving the game away entirely. The only thing I would draw attention to is the sound effects and the superb music, which is amongst the best I've heard in a Megadrive game. It's worth following the hint book's advice and buying a cable which hooks the Megadrive up to your stereo. Overall, then, an excellent RPG, which even those indifferent to adventures should enjoy.

PAUL GLANCEY





GETTING THE SHOW ON THE ROAD

Woe betide any traveller who ventures outside his village without a map! The Prince will find most folk know the perils which lie beyond the gates of their townships, and at least one person will be generous enough to provide him with a map giving directions to the nearest village. Once on the road, this appears in the top right of the screen, next to a 3D view of the road ahead, which also shows the monsters which ambush any unwary traveller!







GOING TO TOWN

There are 14 towns in Excalabria, and to complete the quest the Prince has to pass through each of them. Within a town's walls he can seek information about his quest, restore his tired body in an inn, then enter the church to save his progress in one of the three battery-backed saved position slots.

Most towns also have three different types of shop which will buy and sell equipment. Weapons shops deal in swords, shields and armour. Equipment shops stock such items as medicines and magical treasures which can save the life of beleaguered adventurers. Finally, the town's magic shop is the place to go have orders not to let anyone escape!

LEVEL HEADED

By killing monsters and completing subquests, the Prince earns cash, and also experience points. The experience points add up until, when they reach a certain figure, the Prince moves up a "level". This increases his maximum health and magic points and improves his intelligence, dexterity and luck, making him a better warrior and giving extra effectiveness to any spells he casts.



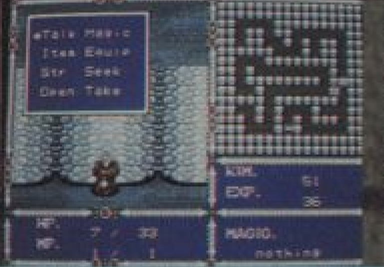


ARCH MONSTERS OF CARTAHENA

At the end of many of the subquests, an enemy unexpectedly transforms himself into one of Tsarkon's huge archmonsters! When this happens, the screen again changes to give a side-on view of the action, with the Prince on the left and the archmonster on the right. The archmonsters are usually skilled in destructive magic, but the Prince can only use his sword to try to cut the archmonster into diabolical kebabs while dodging and blocking magic fireballs! Don't panic, though, because some of the monsters aren't as tough as they appear, and if the Prince has replenished his strength before going into battle he shouldn't have too much trouble seeing at least the early archmonsters off.

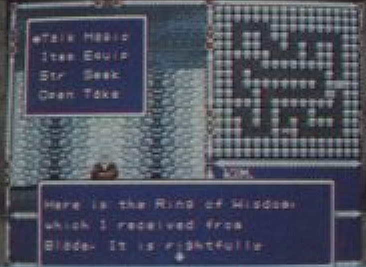






DUNGEONS, DRAGONS AND DARKNESS

Throughout the quest, the Prince has to enter multi-level caves which may contain some treasure or an archmonster which must be defeated to allow further progress. Travelling underground is dangerous simply because there is no light, so the Prince must remember to bring a supply of candles, a lantern, or a book of light spells. The first thing to do is hunt for a chest which contains a map of the cave, then search all dead ends for more chests which may contain money or the treasure he was searching for. Naturally, roaming the catacombs are lots of monsters which have orders not to let anyone escape!





INTO BATTLE!

After leaving the safety of a town, it's not long before the Prince runs into trouble. When monsters appear on the road, he must stop and confront them. At this, the screen changes to display a bird's-eye view of the road, the monsters and the Prince. Drawing his sword, the Prince leaps into battle, running around the screen slashing at his foes and dodging their blows or magic attacks. If he has readied a book of combat magic before the battle, he can use it. These attacks cost magic points, but magic fireballs, electrical blasts, homing boomerangs and huge flumes of water can save the Prince a lot of his magic points, particularly when he starts to run into tougher monsters later in the quest. Of course, if things get really tough, he can always leg it off the screen, although of course he misses out on the experience points (and money) he could have earned by fighting.





Sword of Vermillion is a simple, yet highly compelling arcade adventure/RPG. I find that a lot of Megadrive games prove to be very short-lived, but Sword of Vermillion offers a vast, sprawling adventure that'll have you up burning the midnight oil for many a month before the quest is finally complete. The hint book proves to be a worthy tool, providing an excellent guide to the land. The combat screens may not be that complex, but it's great fun whipping out your sword, chopping up all-and-sundry, and testing out your new magical powers as well. Graphically, Sword of Vermillion is a mixed bag, with the 3D screens looking decidedly rough, but this is more than made up for with the excellent town graphics and detailed sprites. It's the sound that lends a perfect atmosphere to the proceedings, with some of the best music ever heard on the Megadrive. With its intriguing plots and subplots, there's loads to keep you occupied and plenty of nasty surprises lying in wait for the hardy adventurer. Even if you're not that keen on RPGs, Sword of Vermillion is well worth the £40.00 price tag.

RICHARD LEADBETTER

MEGADRIVE

GRAPHICS	88
SOUNDS	94
PLAYABILITY	90
LASTABILITY	95
OVERALL	91

ARCADE ACTION

STREET FIGHTER II

The only thing that was remotely interesting about the original Street Fighter arcade machine was that the deluxe cabinet featured massive rubber punch buttons which you hit as hard as you could to inflict maximum damage on your opponents. Otherwise it was a fairly run-of-the-mill one-on-one beat 'em up with little in the way of thrills and spills.

This sequel is another story...

Boasting massive, beautifully drawn and animated sprites, tons of speech and the most exciting, action-packed head-to-head conflict yet seen in an arcade game, Street Fighter 2 is a beat 'em up classic.

In single-player mode the objective is simple: choose one of eight fighters and then travel the world kicking the living daylights of the remaining seven opponents. The idea of each one-on-one battle is to wear down your opponent's energy bar by either kicking or punching him/her into submission. Each fight is the best of three rounds - so two wins means promotion to the next round. Failure means game over (or shovelling more cash into the machine before the timer reaches zero)!



With two players, each person chooses a fighter and the battle begins. The tournament is played over the best of three rounds, and the winner goes on to fight the computer opponents (unless the loser puts more cash into the machine, whereupon the fight continues).

Once the first seven opponents are defeated, the player moves onto characters that are otherwise inaccessible at the start of the game. There are four of these mega-tough guys including Balrog, a massive boxer, Vega, a very fast Spanish matador and Bison, a huge Russian wrestler. Beat him and you become Street Fighter champion - but that takes some doing!







I didn't like the original Street Fighter game - it just didn't have enough original features to make it worth playing. This sequel, however, is absolutely packed with new ideas and special moves, and the end result is one of the best fighting games yet seen in the arcades. With six buttons combining with 8 joystick directions to provide more moves than I've ever seen in a beat 'em up, this takes quite some time to master. But it's well worth practicing - especially when you discover a devastating new move to baffle opponents with! The computer fighters are very tough and provide plenty of challenge, but it's with two people where Street Fighter 2 excels - especially when the players are evenly matched. Street Fighter 2 is a brilliant coin-op - just make sure that when you start playing it, you've got a pocketful of cash.

JULIAN RIGNALL



RYU

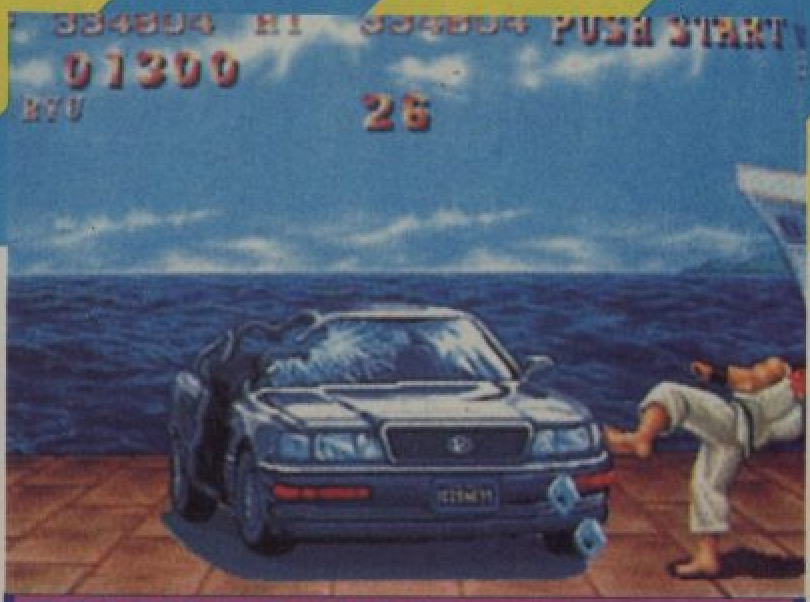
A martial arts expert from the original Street Fighter game. This time he's learned several new moves, including Hurricane Punch, Dragon Kick and Fireball. He's agile and strong and is a brilliant all-round fighter.



KEN

This competent combatant moved to America so he could train with tougher opponents, and he can now match Ryu blow for blow, even Hurrican Punches and Dragon Kicks.

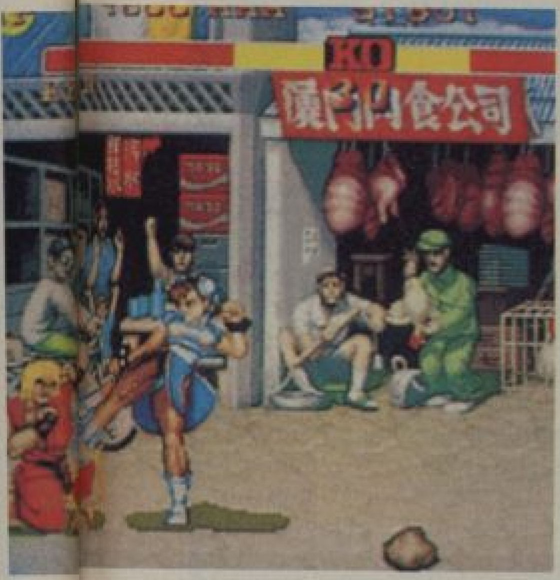






BONUS ROUNDS

There are three different bonus stages breaking up the fighting action. First of all is a car-smashing feast similar to the one in Final Fight where the object is to reduce a car to scrap metal within the quickest possible time. Next is a barrel-breaking extravaganza where you have to break falling barrels before they bowl you over. Finally there's a blazing oil drums session where punching and kicking skills are required to destroy a tottering pile of incendiary storage devices within the time limit.











BLANKA

A wolf-man from Brazil who looks and fights like an animal. He can body dive, electrify his opponent, chew their faces and punch with incredible strength. He's very fast and is great with two-players, but not quite so good with computer opponents.



GUILE

This mean GI is as tough as they come. His Somersault Kick and Sonic Boom are deadly offensive moves, and his mid-range and close-quarter combat abilities make him a fearsome adversary.



CHUN LI

The prettiest fighter - and the one with the biggest hips! Chun Li is very fast and has some great punching and kicking moves - including the deadly Spinning Bird Kick. She's not very strong, but she's by far the most agile fighter.



DHALSIM

A true rubber man! Dhalsim's stretchy limbs means he can inflict massive long-range damage on opponents, but his close-range combat isn't so hot. His specialist moves include Yoga Fire, Fire Blast and a spinning, floating kick. Recommended.

ARCADE ACTION











HOW MANY BUTTONS?

The amount of controls looks bewildering at first, with three punch and three kick buttons as well as a joystick used to control your fighter. However, it's not all that tricky to get to grips with. Each button represents a strength - either weak, medium or strong. Strong punches knock great chunks of energy off your opponent, but the penalty for using a strong punch is that if your opponent hits you while you're making the move, you lose more strength. Each fighter also has a series of special moves, accessed via a variety of joystick directions and button presses - these are tricky to learn, but the end results are well worth it!



ZANGIEF

This big, fat Russian wrestler is very, very strong. His deadly spinning punch knocks masses of strength out of an enemy, and his pile driver can finish them off in seconds. The penalty for all this strength is that he's very slow.



HONDA

Another slow, but strong character. Sumo wrestler Honda has many tricks up his sleeve, including nerve pinch, hundred-hand punch, headbutt, bear hug and knee slap. His weakness, however, is in his lack of kicking range.



ARCADE

GRAPHICS	94
SOUNDS	93
PLAYABILITY	95
LASTABILITY	92
OVERALL	93

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PREVIEW

VERSION	DATE	PRICE
MEGADRIVE	SEPTEMBER	£ 39.99

Sonic the Hedgehog must rank as one of the most eagerly awaited Megadrive cartridges ever! Sega are touting this game as more than a match for Nintendo's Super Mario World on the Super Famicom. Boasting super-sonic platform game-play and stunning graphics, it's guaranteed to sell bundles by the time it's officially released in the UK (around September-time, but probably available a couple of months earlier on import from the USA).

There are fifteen sprawling platform levels, each split into five acts. The object in each is simply to guide our turbo-charged hedgehog through each scene, in search of a special flag. But there are plenty of obstacles including spikes that shoot out of from the walls and the floor, collapsing platforms, and lakes of water and fire.

But there's plenty more besides, including some of the meanest (and cutest) little villains yet seen in a home video game!





SONIC BOOM BOY

There are loads of icons dotted around the scrolling land-scapes, and these have different effects on our prickly hero. One type gives him a temporary shield which protects him from some of the evil sprites. Another type gives Sonic a brand new pair of running shoes which make him run at incredible speeds (hyper sonic?). If you're really lucky you'll find a very special icon that gives Sonic both powers at once. Yikes!

TOPSY-TURVY BONUS BONANZA

This bonus screen involves Sonic careering around a rotating maze, desperately trying to find a way out. On the way, there are different tiles to bump, and each may spang Sonic in a different direction. Keep an eye on the gorgeous parallax back-drops. The scrolling fish transform into birds and back again. Very attractive.





















SONIC ROLLER-COASTERS

The thing that really sets Sonic the Hedgehog apart from any other platform game available are the terrific roller-coaster loops and tunnels that are present in some of the levels. Sonic builds up speed by running down hills and provided he's fast enough, he can travel around the massive loop-the-loops. Some of the tunnel levels see Sonic rolling himself up in a ball and then speeding down the tunnels double-quick! So, not only is Sonic brilliantly fast, it's original too!











SONIC SPECTRUMS?

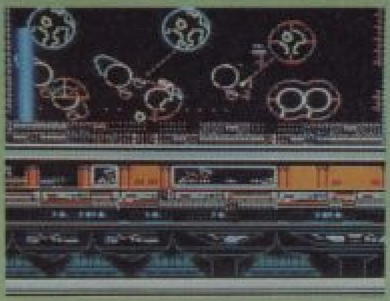
Just before this issue of CVG went to press, US Gold announced that they had the home computer rights to Sonic the Hedgehog! This means that the cuddly little hedgehog will be appearing on the Spectrum, C64, Amstrad, ST and Amiga! No programming team has been signed up yet to carry out the conversion, but as soon we get any more details (like when it's coming out, for example), expect an update here in CVG!

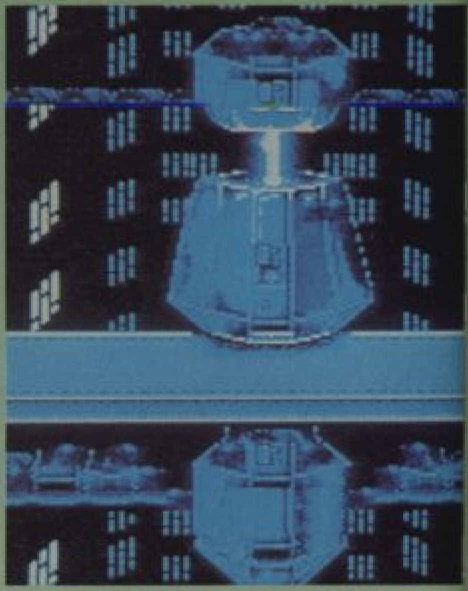
PREVIEW

VERSION	DATE	PRICE
NINTENDO	AUGUST	£ TBA

STAR WARS







LUCASFILM/JVC

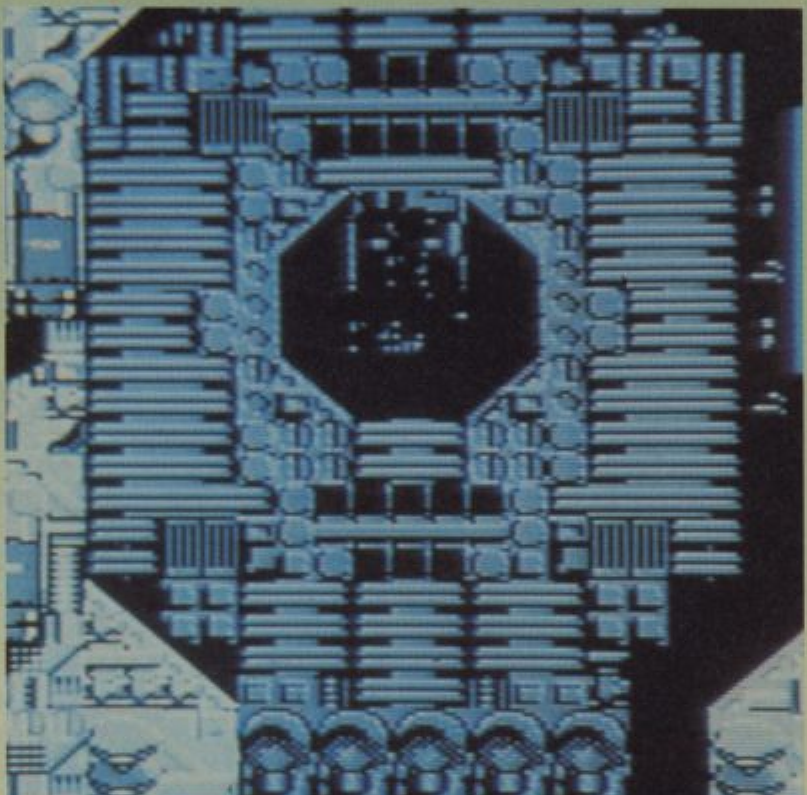
Quite some time ago, in a galaxy not too far away, a man by the name of George Lucas dazzled the world with a film that was to set standards of believability for years to come. That film was Star Wars (or, to give it its proper title, Star Wars - Episode IV: A New Hope). Now Lucas's software arm is giving a new breath of life into the Star Wars saga with the release of this, a version of the movie for the NES.

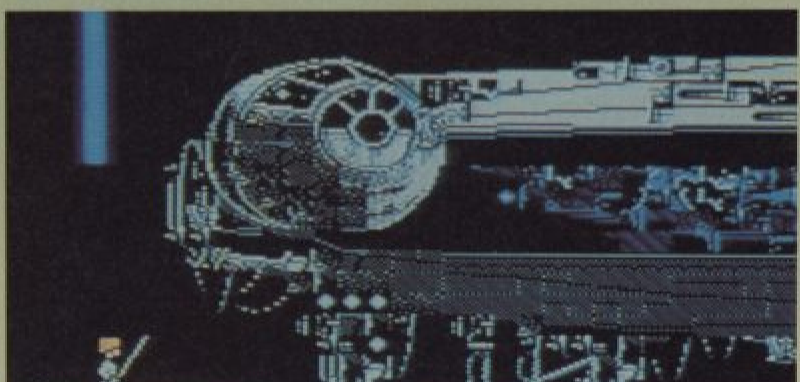
The player has three primary characters to control: Luke Skywalker, Han Solo and Princess Leia Organa, but will also have to manipulate Obi-Wan Kenobi, C-3PO and R2-D2 as well, over six action sequences, including driving a landspeeder through the canyons of Tatooine, piloting the Millennium Falcon through an asteroid field, and hurtling down the Death Star trench in an X-wing fighter!

As you can see from the screenshots, it certainly looks interesting - we've had a sneaky peep, and we can tell you it certainly is impressive! Star Wars will be released on the NES in Britain at the same time as it hits the shelves in the USA, which will be in August. As we get our hands on this one, CVG will bring you the full review.









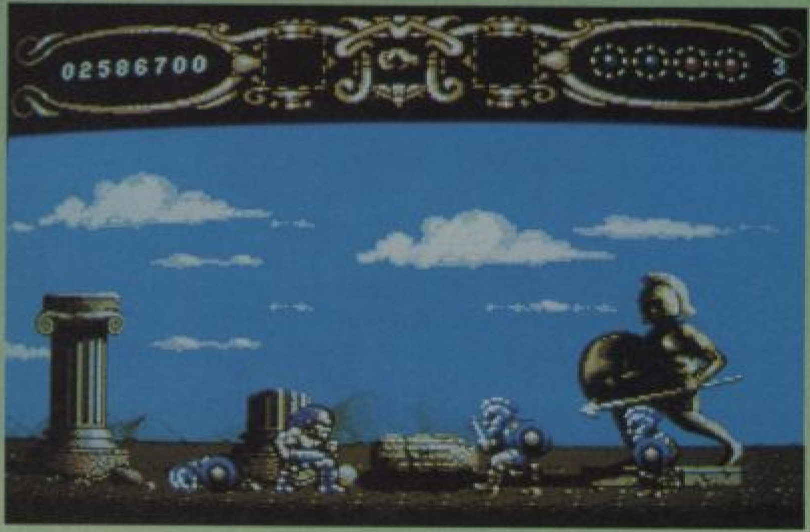
MYTH
SYSTEM 3

VERSION	DATE	PRICE
AMIGA	MAY/JUNE	£ 25.99
ST	MAY/JUNE	£ 25.99

After over two years of waiting, System 3 have now announced that their excellent C64/Spectrum title is now ready for release on the Amiga and ST. Instead of the young trendy in jeans and trainers featured in the original, you now control a strapping bloodthirsty warrior on a quest to utterly destroy all that is evil in the world. The C64 version was an absolute cracker, not to mention bloody enormous - four levels may not sound like much, but when they're packed with all manner of sub-levels, demonic creatures, tricks, traps, and puzzles, it's enough to make any gamer quake at the knees, and so it is with these new versions.

The original raked in a whole hatful of accolades, including a CVG HIT!, so it'll certainly be interesting to see how these conversions match up - but you'll have to wait and see...



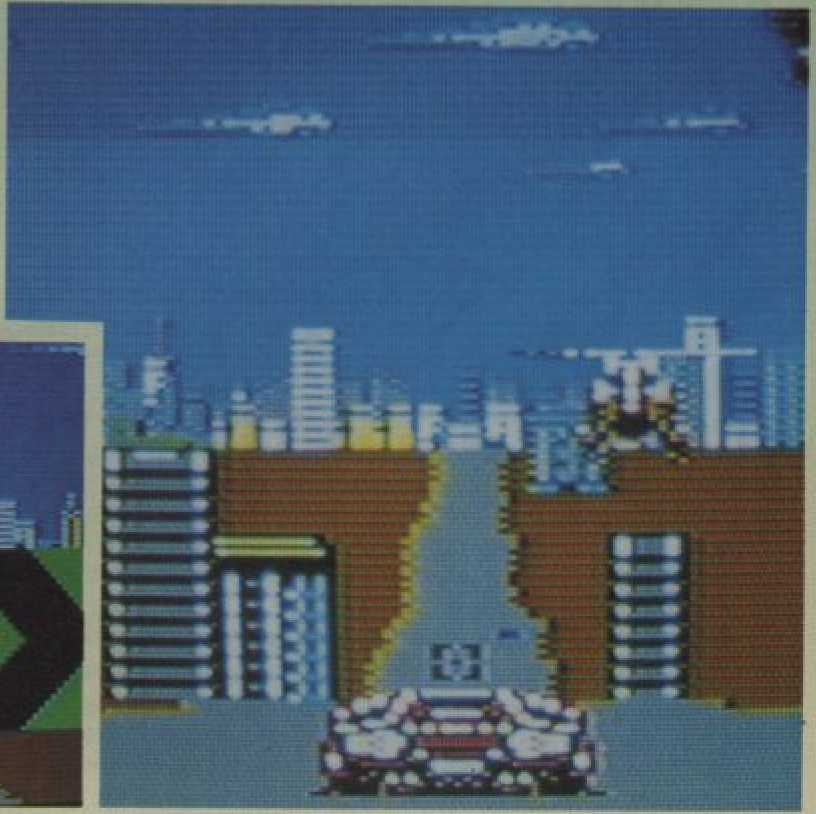


VERSION	DATE	PRICE
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TURBOCHARGE
SYSTEM 3

Fancy taking on the world's drug barons? Well, in that case, TurboCharge is the one for you. System 3's new racer pits you at the controls of a "unique Italian sports car" (which bears a remarkable resemblance to a Lambourghini, don't you think?). Your task is to rip up the road, guns-a-blazing, in order to catch the dealers before they reach the border. According to the blurb, TurboCharge features a unique driving control which effectively puts the player in control of the road! Apparently, this "adds so much more to this product", and we look forward to testing this claim when we review the game, hopefully in the next issue of this very magazine!







PREVIEW

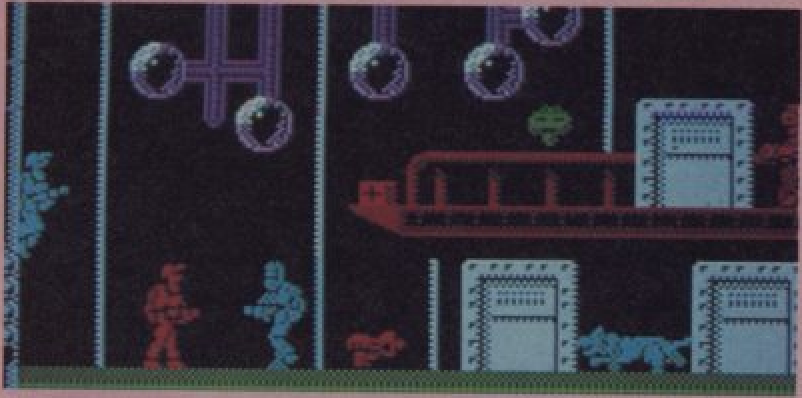
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ST	JUNE	£ 24.99
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SPECTRUM	JUNE	£ 10.99

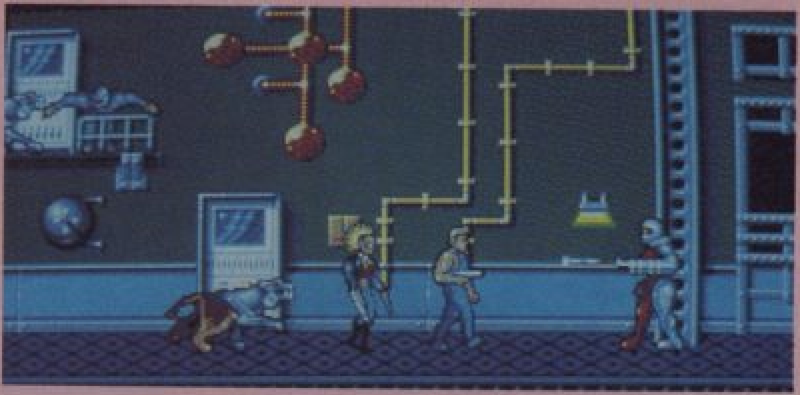
THUNDERJAWS
DOMARK

Another in Domark's long line of Tengen coin-op conversions, Thunderjaws pits one or two players up against the forces of the insidious Madam Q. Female swimmers have been mysteriously going missing, and the not-so-good madam has been using them in genetic experiments, in order to create an army of lizard women! Ooooh!

Anyway, what all this tosh means is a big excuse for an 8-way scrolling blast 'em up, featuring all sorts of powerful weapons (Uzi 9mms and flame throwers a speciality), and myriad nasties, including - get this - cybernetic sharks and robodogs!

Anyway, the story may be a right load of old codswallop (if you'll pardon the pun), but hopefully Domark can improve on Skull and Crossbones and STUN Runner. Check out the upcoming CVG review for the full SP.







VERSION	DATE	PRICE
AMIGA	MAY	£ 24.99
ST	MAY	£ 24.99
C64	MAY	£ 10.99
AMSTRAD	MAY	£ 10.99
SPECTRUM	MAY	£ 10.99

HYDRA
DOMARK

Forget DHL - you want something delivered in a dangerous situation, you call the one man who's up to the job: Hydra! Yep, he's the star of another Tengen conversion courtesy of the Domark boys - this one's a sort of RoadBlasters on water. Set over thirty-one levels, you've got to guide turbopowered skimmer over deadly waterways, transporting secret supplies to a distant destination. This may sound all particularly pleasant, if it weren't for the numerous amounts of adversaries trying to put a dampener on your plans! Add to that the fact that your gas is running out all the time certainly make the situation all the more unpleasant...

ICE (the team behind the 16 bit conversions of Turbo Out-Run and SCI) are the guys on the job, and from what we've seen of the Amiga version, the whole thing is coming together nicely. The one snag lies in the coin-op: the original wasn't exactly the hottest thing in excitement, which doesn't bode well for the home versions. How the whole thing fares at the end of the day remains to be seen.

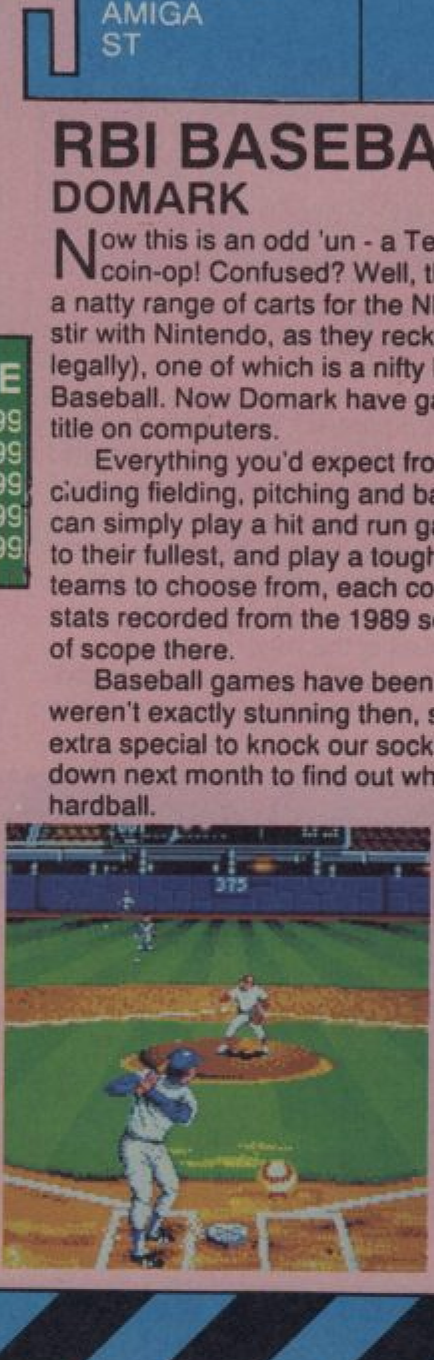
VERSION	DATE	PRICE
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ST	APRIL	£ 24.99

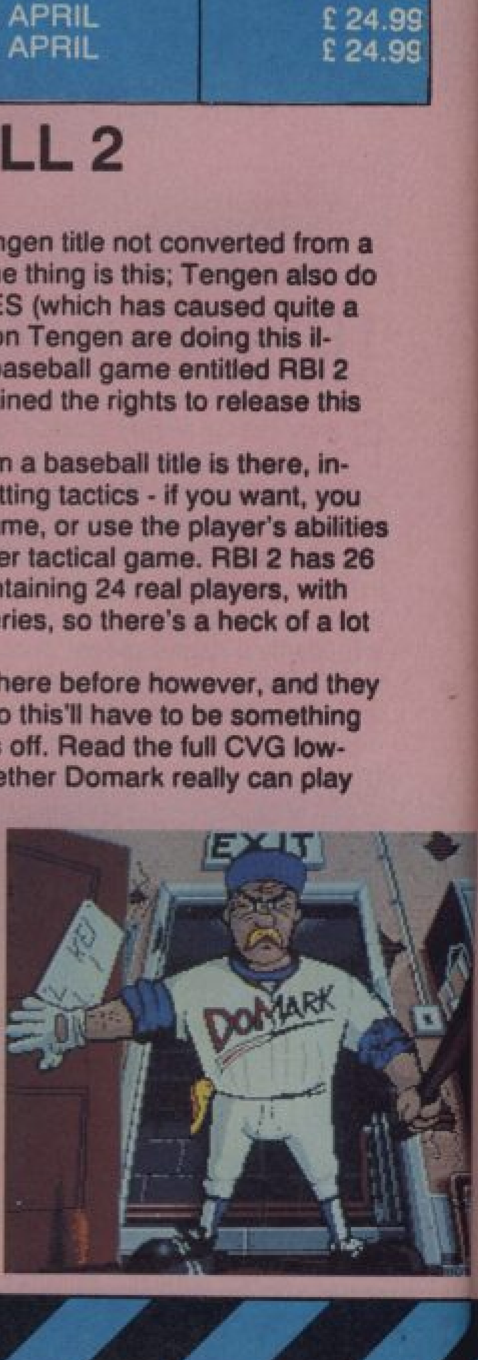
RBI BASEBALL 2
DOMARK

Now this is an odd 'un - a Tengen title not converted from a coin-op! Confused? Well, the thing is this; Tengen also do a natty range of carts for the NES (which has caused quite a stir with Nintendo, as they reckon Tengen are doing this illegally), one of which is a nifty baseball game entitled RBI 2 Baseball. Now Domark have gained the rights to release this title on computers.

Everything you'd expect from a baseball title is there, including fielding, pitching and batting tactics - if you want, you can simply play a hit and run game, or use the player's abilities to their fullest, and play a tougher tactical game. RBI 2 has 26 teams to choose from, each containing 24 real players, with stats recorded from the 1989 series, so there's a heck of a lot of scope there.

Baseball games have been here before however, and they weren't exactly stunning then, so this'll have to be something extra special to knock our socks off. Read the full CVG low-down next month to find out whether Domark really can play hardball.





PREVIEW

VERSION	DATE	PRICE
AMIGA (1 MEG)	JULY	£ 29.99
ST	TBA	£ TBA
PC	TBA	£ TBA

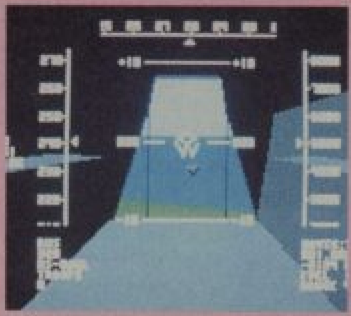
BIRDS OF PREY
ELECTRONIC ARTS

After four years of development, Argonaut's mega flight sim, Hawk, is now ready to be unleashed upon a not-so-unsuspecting world. Now titled Birds of Prey, this massive game features 40 different aircraft to fly, including Soviet-built MiG-29s, European Saab and Tornado fighters, and the very latest in US warplane technology, including the Rockwell B1 and the F-117/A Stealth Fighter! Ooh!

Argonaut have also kitted out Birds of Prey with the latest in 3D graphics technology. Each object is individually light-source shaded (as the hanger doors open, the interior becomes progressively lighter!) and highly detailed. Argonaut have also included ellipses in their graphical routines, so wheels are actually circular in shape rather than being made out of squares or hexagons.

Rather than restraining each aircraft to strict performance limits, Argonaut have implemented a more realistic system where each aircraft's performance is altered by the plane's weight, ordnance and payload, the plane's aerodynamics, and so on. Thus, a fighter that has used all its available weapons and a great deal of fuel will be able to return to base at a higher altitude, and a much greater velocity!

Twelve mission types are available, including aerial interception, bombing runs and troop drops, as well as aerial recon using laser-guided cameras, and test flying experimental aircraft, such as the X-15. All the missions are open-ended, which gives the player unlimited variations. Both sides are constantly active, and set in a real-time environment, with real constellations emerging when the sun sets! Phewee!















VERSION	DATE	PRICE
PC	JUNE	£ 29.99

CHUCK YEAGER'S AIR COMBAT
ELECTRONIC ARTS

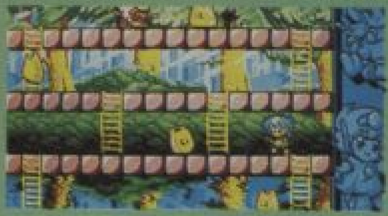
After the rather disappointing ST version of Chuck Yeager's AFT v2.0, Electronic Arts are now ready to bounce back with another PC flight sim endorsed by the man himself. Programmed by Brent Iverson (who did the job on the brilliant LHX Attack Chopper and the not-quite-so-brilliant Stormovik), this features a brand new graphics engine, utilising 256 colour VGA graphics and allowing 20 (count 'em) external viewpoints!

Over 50 missions are available, in three of the deadliest combat theatres in modern history namely, World War II, Korea, and Vietnam. Both Allied and opposing aircraft can be flown, including the P-51 Mustang, the F86 Sabre, the MiG-15, the F-4 Phantom and the MiG-25. In addition to that, there's a nifty custom mission facility, allowing the player to select type of plane, altitude, tactical situation, skill of enemy pilots plus the number of enemy aircraft from 17 possible types!

Add to that General Yeager himself giving comments on the player's flight techniques (through the use of graphic windows and digitised speech), and you've got yourself a flight sim worth checking out. Look for the review in a future issue of CVG.

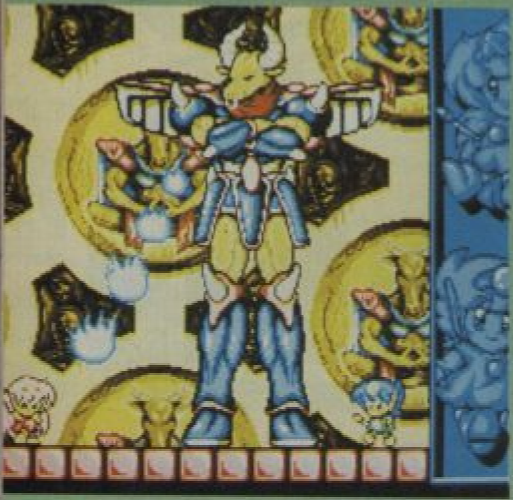
PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
C64	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA









ROD-LAND
STORM

This cutesy coin-op, released by Jaleco during 1989, is now undergoing the conversion process, courtesy of those Sales Curve wallahs.

According to the blurb, one or two players control Tam and Rit, two sickeningly sweet fairies with magic rods (hence the title) and magic shoes. Their task is to rescue their "mom" from the evil Maboots - no easy task, as his lair is filled with such insidious creatures as fluffy bunnies, cute sharks, and deadly seals!

Along the way, such items as magic flowers, bombs, bullets, and ice crystals can be collected, which in turn will aid the two on their quest. Sounds like a lorra, lorra laffs if you ask us, and as you can see, the graphics are as nauseatingly cute as the coin-op's.

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ST	CHRISTMAS	£ TBA
C64	CHRISTMAS	£ TBA
AMSTRAD	CHRISTMAS	£ TBA
SPECTRUM	CHRISTMAS	£ TBA



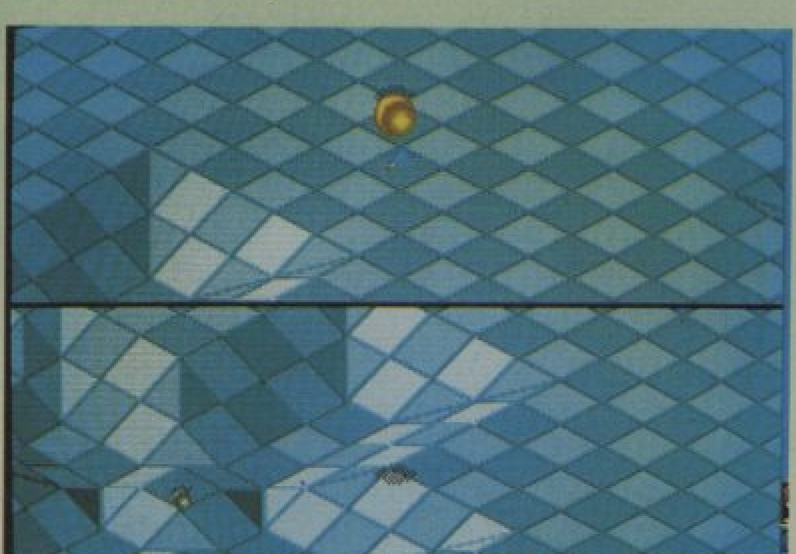


DOUBLE DRAGON III THE ROSETTA STONES
STORM

The third part of the ongoing Double Dragon saga is currently being converted to computers, this time through the Sales Curve, on their Storm label. Again featuring the dauntless Billy and Jimmy Lee, this sprawling beat 'em up takes the deadly twosome across five massive missions (America, China, Japan, Italy and finally Egypt) in order to defeat the evil Black Warriors, and retrieve the sacred Rosetta Stones.

As these early shots show, the graphics are certainly a major improvement over the first two Double Dragon games - it only remains to be seen whether the gameplay holds up to the same standards. Given the Sales Curve programming team's talents, this could well be one of the best bashers seen on the small screen in a long while!

VERSION	DATE	PRICE
AMIGA	JULY	£ 25.99
ST	JULY	£ 25.99
PC	JULY	£ 25.99
AMSTRAD	JULY	£ 10.99



SLIDERS
PALACE

Another in the ever-growing genre of "futuristic technosports", Sliders is all about chasing an electro-puck over a choice of a dozen different playzones, in order to get the puck into your opponent's goal. Now, there'd usually be nothing quite so complex about this, but as you can see from the shot, this involves negotiating hazardous terrain, fighting gravity, and avoiding your opponent's weapons! If it plays as good as it sounds, it could be a real hoot - watch out for it!

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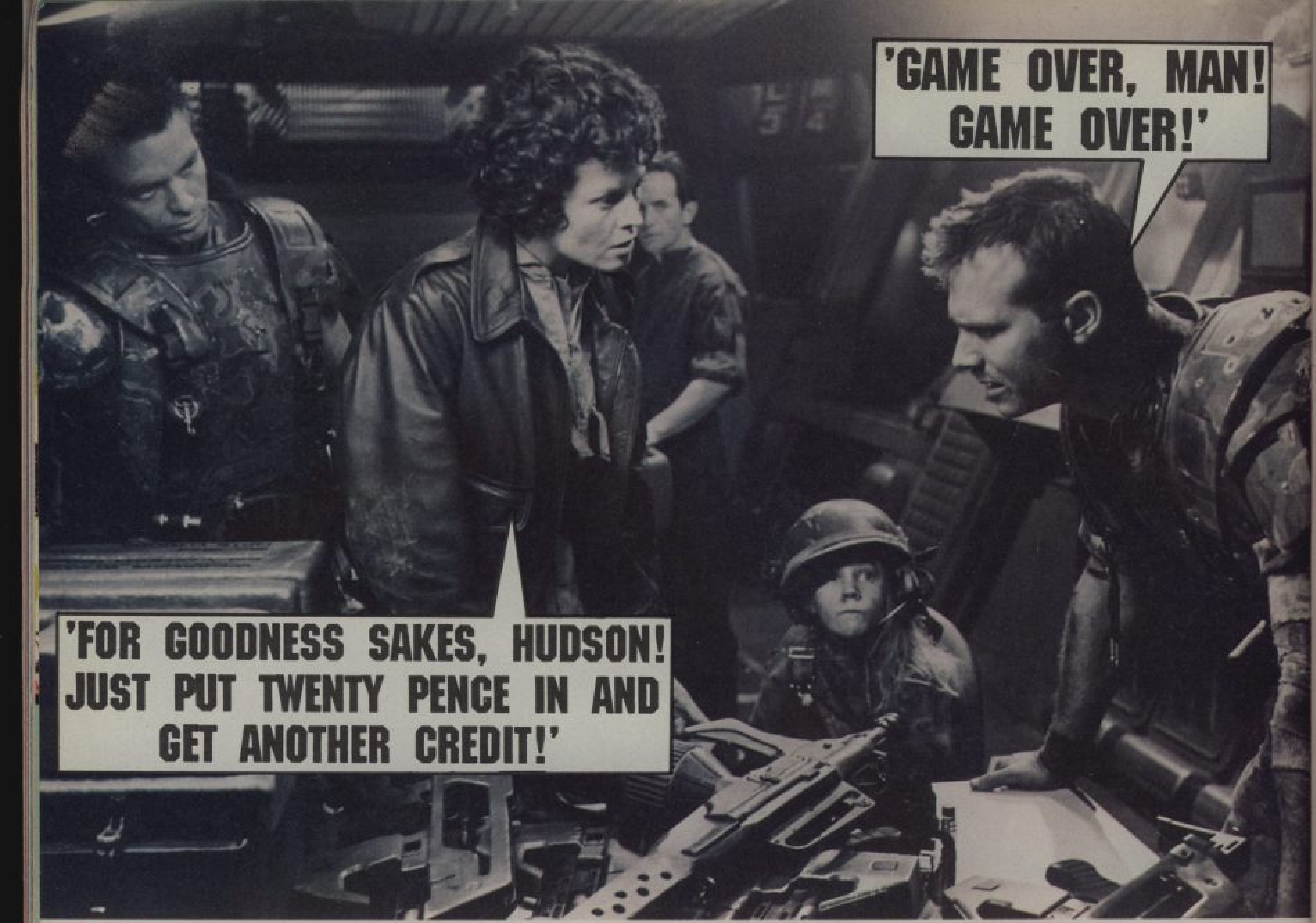


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